SAGE ADVICE

Illustration by Jeff Easley

Compiled from issues 31 through 147
of The Dragon magazine until 1st
edition AD&D questions were
no longer being answered.

Sage Advice

from Jean Wells

This is the first installment of a new feature in THE DRAGON which will answer questions from players and Dungeon Masters about D&D® or AD&D®. The author is Jean Wells, a member of the design department at TSR Hobbies, Inc. Without further ado, we'll turn the page over to her.

In this column I hope to answer many questions that people may have on their minds about D&D or AD&D. Part of my job at TSR is answering questions about the game, and sometimes refereeing a dispute between players and their DMs. If you have a question, please write to Sage Advice, c/o The Dragon, P.O. Box 110 Lake Geneva WI 53147. Please enclose a self-addressed, stamped envelope to receive a personal answer, since I cannot promise that all questions presented to me will appear in this column.

All of the questions that follow have been excerpted from their original letters, and in some cases slightly modified to pertain to a larger audience.

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Question: I have just bought the new DUNGEON MASTERS SCREEN, and it says that monks attack on the cleric's table. But in the PLAYERS HANDBOOK it says that they fight on the thief's table. Which is it?

Answer: Monks attack on the cleric's table. A last-minute change by the staff members who worked on the *DUNGEON MASTERS GUIDE* was made, reasoning that it would be better for the balance of the game if monks attacked on the cleric's table. We realize the change is going to cause some problems and we are doing all we can to ease the confusion. The monk, however, still saves on the thief's table.

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Question: In *ADVANCED DUNGEONS AND DRAGONS*, how much damage do bows do?

Answer: None. Bows do not do damage, arrows do. However, if you hit someone with a bow, I'd say it would probably do 1-4 points of damage and thereafter render the bow completely useless for firing arrows. What the bows do is allow a greater variety of ranges; all the damage done by arrows is the same.

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Question: We have a group of players here who insist that they can ride on a mule in a 10-foot-wide and 10-foot-high corridor and shoot arrows from longbows. Now, there are two characters who say they ride side by side and do this over the objections of the rest of the party members. I think this is wrong. Am I right?

Answer: Yes, you are correct. First, you cannot shoot arrows from a longbow in a dungeon that has 10-by-10-foot passageways. Longbows are indirect fire weapons and you need lots of space to use one. Second, as for the men: From your letter, I gather that they are wearing plate mail. It would be extremely difficult to ride side by side in a corridor this size with two nervous mules and two fully armored men. The mules are not strong enough to carry what a war horse is supposed to carry. Mules are mostly used as pack animals. Also, firing from the back of an animal is hard enough and to fire a longbow from one is impossible.

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Question: In our town of Terre Haute, there is an eighth-level paladin that has a favorite saying, "Repent or Die." On one occasion he pulled back the arm of a captured orc, placed a Ring of regeneration on his finger and then ripped his face off. When the orc's face healed, he would do it again. He says he has a valid right to do this, because torture was very much a part of the inquisition and he is saving the orc's soul. This raises two questions. First, is the paladin still a paladin and if not, is he changed forever?

Answer: Inform the paladin he isn't one any more. His new alignment is now lawful evil. Paladins tend to frown upon torture of any kind for any reason and would not let it be done in their presence, let alone do it themselves. Good and the process of law must be followed. *Everything* a paladin does must obey laws of good and thereby insure that all are treated fairly and just.

Granted, a lot of cruel and heartless things have been done in the name of religion, but that doesn't mean that it was good or right. Men have always done strange things for even stranger reasons. For the paladin to have tortured the orc was an evil act, and therefore he has given up the right to be a paladin. I suggest that he not be allowed to regain it, either, but if you decide to let him, make sure the quest is long, hard, and nearly impossible to accomplish.

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Question: In *GODS, DEMI-GODS AND HEROES* it says that a forty-plus level character is ridiculous. In our game we have two characters that are at one thousand-plus level. This happened in "Armageddon," a conflict between the gods and the characters. Of course, the characters won. What do you think about that?

Answer: Not much. I don't know whether to laugh or cry. I will repeat: A forty-plus-level character is ridiculous. We feel that you must advance one level at a time, not a whole bunch at once. I don't understand how or what happened or even if all the gods were in this battle, but if you enjoy playing this way, feel free to do so. I don't want to spoil your fun.

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Question: A couple of friends and I are planning on taking over our DM's island. So far our plan is working. Unfortunately, we have encountered some problems. What we want to know is how to spawn orcs? We need an army at the moment.

Answer: Orcs are mammals and therefore do not spawn. You will have to find some other way to raise your army.

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Question: In the *AD&D PLAYERS HANDBOOK*, under the Read Magic spell, it says that scrolls must have the spell cast upon them before they can be read by the Magic-User. What does a magic-user do if he doesn't have a Read Magic? What about the poor illusionist who has no Read Magic spell at all,

except perhaps as a seventh-level spell? Furthermore, what do clerics do about scrolls? Do they have any?

Answer: In the *DUNGEON MASTERS GUIDE*, it says that all magic-users know the spell Read Magic. They would be worthless to their master (from whom they learned the profession) without it. Illusionists don't need a Read Magic, as all of their spells are written in the same secret language. This also applies to clerics, even though their spells are god-given, so yes, clerics can have scrolls.

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Question: Do rangers automatically get a first-level spell book, rolling for spells as does a first-level magic-user, or must they research them and build from scratch?

Answer: Rangers must research their spells. They just don't wake up one morning and say, "Why, I can cast spells now!" When the ranger reaches the 8th level, he discovers he has the ability to learn druids' spells as he does for magic-users' spells at 9th level. Whether he learns them or not depends on how successful his attempts are.

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Question: Will the new attack matrix (armor class system) in the *DUNGEON MASTERS GUIDE* work with the *MONSTER MANUAL*?

Answer: Yes, it will. All D&D material that says *ADVANCED DUNGEONS AND DRAGONS* is meant to be used together. You will have no trouble playing the monsters with the attack tables found in the DMG.

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Question: When will Q1, QUEEN OF THE DEMONWEB PITS, be released? I am really looking forward to playing in it.

Answer: Q1 is being written by Dave Sutherland, TSR's Art Director. Dave has a lot of demands on his time and is working on it as often as he can. We are very short-handed in the Art Dept. and I cannot say when Q1 will be ready for release.

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Question: Can a Magic Mouth spell be programmed to say a spell?

Answer: No. It states this clearly in the spell description, and I quote: "It cannot speak magic spells."

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Question: We are having an argument as to whether or not a character was killed in combat. You see, we had to leave him lying on the floor of a dungeon and could not find him when we returned. One guy (it was his character) says that he got up and left. Well, we found out later that the character we had had to leave had been assassinated by another player-character. Well, the guy who assassinated the first character says he is dead and the other guy says he isn't, and now everyone is divided over the issue. Is the guy dead or not?

Answer: I couldn't tell you. I take it that you are not the DM by the wording of your question. All that I can say is whatever your DM says about the issue must stand. Whether he was killed or not is not up to the players to decide, *IT IS UP TO THE DM*. The DM has apparently decided not to tell you one way or the other, and that is his right.

You also mentioned in your letter your concern about players arguing through their characters. If your DM wishes to allow strife in the dungeon, that too is his business. Interaction between characters is encouraged, and sometimes arguments and misunderstanding will manifest themselves. This is to be expected. In fact, it isn't necessarily out of line for them to turn on each other. Some DMs encourage this.

Remember, whatever the DM decides is final. If you don't like the way he plays, don't play with him. The only way you can get a DM to play differently is to remove your character from his game. If enough people do this, hopefully he will see the error of his ways and attempt to mend them. I cannot stress enough the fact that you shouldn't argue with your DM. His word is the final say in his campaign.

Sage Advice

from Jean Wells

Before I get into this month's questions and answers, there is an issue that I would like to discuss, hopefully for the last time.

The subject is dwarven women and whether or not they have beards. Last spring when we were working on the final editing of the *Dungeon Masters Guide*, I tried to get Gary Gygax to change the section on dwarves so that dwarven women would not have beards. Needless to say, I was not very successful.

What I didn't realize was that for some strange reason (completely unknown to me), I had started something. I did not understand the full impact of what I had done until I went to GenCon this year. Many people stopped me in the hall to either agree with me wholeheartedly, or disagree with me and then tell me that I was crazy. Everyone knows that dwarven women have beards, they said. It did not stop there. Oh, no! We have even been getting mail on this issue. It is not too bad, but I don't like being accused of making an issue out of the subject.

One thing that everyone who has taken sides in this issue fails to remember is that Gary Gygax wrote the *Dungeon Masters Guide* and it is his book. He can say whatever he wants to. You can agree with him or side with me, but either way, the person who has final say in his or her campaign is the DM. So, for all the people who have written in to agree with me or to agree with Gary, and for those who haven't yet but were planning to, please save your breath. Gnome women don't have beards (this is true and I am glad). Dwarven women may indeed have beards, Gary, but not in my world.

All questions that appear in this column have been edited from letters received by the TSR Hobbies Design Dept. and some have been changed to fit a larger audience.

Question: What kind of monster is on the cover of the *DUNGEON MASTERS GUIDE?* What are its hit dice, armor class, and so forth?

Answer: The monster is an Efreeti and can be found in the *Monster Manual*.

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Question: Under the Lycanthropy section of the *DUNGEON MASTERS GUIDE* it states that a paladin caught the disease. Paladins can't contract disease. Please explain why you said this.

Answer: Lycanthropy is not a disease, but it is often called one. To become a lycanthrope you must contract it like a disease even though it is a curse. If it were a real disease, a *Remove Curse* would not work on it, and a Cure Disease would not have a three-day time limit on it. Lycanthropy is very complicated, and paladins are not exempt from it. Paladins already have it pretty good; we can't let them have everything rosy.

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Question: We are having an argument over an issue that has us divided. My friends say that with a ring of telekinesis they can make an arrow spin at the speed of light and then release it, having it do between 100 and 600 points of damage to their target. I say this is impossible! What do you think?

Answer: I agree with you. Their idea, based on whatever logic they may have used, is absurd. First, the ring works as per the spell and the maximum speed any object can reach is 1,024" per round. Second, even if you were able to make the arrow reach the speed of light, the wooden shaft and the feathers could not stand the force and would be destroyed. I also doubt that you can control any thing that is going that fast and it might strike you. Lastly, I know of nothing that can inflict 600 points of damage. The most damage that can be taken in one melee from one opponent is from a Platinum Dragon, and that is 168 points from his breath weapon.

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Question: I have been playing *Dungeons and Dragons* for several months, to the point where I have challenged Asmodeus and won! Is Asmodeus in a lemure state now, until he can regain his former status, or is Baalzebul in charge?

Answer: WHEW! Either way, I'd say you are in trouble. There are varying views on this question. One side agrees with you when you say that he is in a lemure state, while others say Asmodeus is just banished from the plane you defeated him on. Others go so far as to say that Asmodeus is not dead, but just waiting to get you when you least expect it. Any way you look at it, you, my friend, are in trouble.

If he is just in lemure state, then when he is back in full power he is going to come looking for you to make sure you don't do that again. If he is dead, forever gone, then Baalzebul is going to come looking for you to make sure you don't get a chance to do it to him. Without all the facts on how you mananged to defeat him, it is impossible for me to give you a clear-cut answer. I can make suggestions, but when it comes right down to what exactly happened and what state he is in, that is a DM decision.

I feel that after several months of playing D&D you cannot be anywhere near powerful enough to challenge the arch-devil himself. However, since you say you defeated him, I would venture that he is just banished from the plane you killed him on. I would also say that at the first opportunity, he will bring you to hell to finish you off. Good luck. You are going to need it.

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Question: I have a magic-user who has bracers of defense armor class 2, a +2 protection ring and a dexterity of 16 giving him the armor class of -2. This is wonderful, but the fighters want to hide behind me and use me as a shield because of my great armor class. I don't think this is fair. They say they can shoot arrows around me and we will all be safe. They also say that since I have the best armor class I should be out in front. The DM is no help, they just bully him. What can I do?

Answer: The first thing you can do is stand up for your rights. Your armor class is not due to the armor you wear, but your ability to dodge blows and missiles. They can be hit by what you have just dodged. Also tell them they are cowards and have no right to call themselves fighters! I would not go adventuring with a group of people who used a magic-user for a shield. That is disgusting. They should be thankful you have such a good armor class. It means that you, being the weakest in hit points, won't be getting hit as often and the party won't greatly risk losing their most powerful character, their spell-caster. Tell your fighters

to wise up. If they lose their magic-user, they have lost their most potent weapon.

Tell your DM not to let them bully him around. His word is final, PERIOD.

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Question: Is a wand of fire balls like a staff, in that if you break it it will cause an explosion?

Answer: If you break your wand, all you will have is a broken wand. The only staves capable of a final strike are Staff of the Magi and Staff of Power.

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Question: Can a god grant an elf the ability to become a druid?

Answer: No. A god or goddess can grant the ability for an elf to be his or her priest or priestess, but he can't bestow upon an elf druidical powers. Druids get their powers from nature. Now, a god who might take pity on your elf may change him or her into a human, but I doubt it. You might also find a wish that will let you change into a human, but other than that your elf is never going to be able to be a druid.

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Question: I have a female character who has gotten herself pregnant. How should I handle this?

Answer: I don't really want to answer this question now, but since your letter is not the only one presenting me with this problem, I will say this much. Stop fighting, practicing magic and doing other things that cause stress. The chances of losing the child are great, and you don't need to add more to it. During this time period, medicine was still progressing and it still wasn't too great. Most of it was old wives' tales.

After you have given birth, it will be months before you can even begin to get back into shape and practice your skills. Female characters who find themselves with child soon find themselves retired. This is an occupational hazard that should be avoided. Don't fool around and you won't have to temporarily retire your female character and lose the chance of gaining at all that experience you could be getting because you are with child or just had one. It is not fair, but that is life.

The reason I don't want to say more is because I am working on an article for *The Dragon* about women in D&D and some of the problems they face. I also intend to cover pregnancy in the different races and how to handle it.

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Question: I am having a romance with a god, but he won't have anything to do with me until I divorce my present husband. How do I go about divorcing my husband?

Answer: I was kidding when I told my mom I was going to be the Dear Abby of D&D players. Oh, little did I realize . . .

A divorce is hard to get. It is almost unheard of except for royalty. Also, you don't really want to be married to a god (or goddess, for that matter, guys). He will take you to the heavens and lock you away in his castle where he can keep you out of harm's way. It has to be this way. If it isn't, then you would become too powerful a character. You would have a god at your beck and call and that would unbalance the game.

Sage Advice

from Jean Wells

Sometimes, either due to bad packaging or a printer's error, we will sell a product that has a flaw in it. What do you do when this happens? Well, you can either take it back to the store where you bought it or you can send it back to us. If you send it back to TSR Hobbies, please include your name and address, the store you purchased our product from and exactly what is the matter with it so we will not have to spend a lot of time trying to figure it out. Most important, please print or type everything clearly. If your handwriting leaves us puzzled, it will be a while before we can send you a replacement.

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If you write to SAGE ADVICE, also print or type your questions. I want to be sure what you are asking me. If I can't read your writing, I might misunderstand your question. Also, be sure to include your name and address on your letter. Sometimes I get letters that have no return addresses and/or names on them. I try to match them up with envelopes, but that is not always possible. There is a young man in Canada who says he has written to us three times and has never gotten a reply. Well, we tried to answer his last letter. It came back to us because it did not have a complete address on it. Don't blame us if you don't get an answer from us; it usually is not our fault.

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All questions that appear in SAGE ADVICE have been edited from their original letters and sometimes altered to suit a larger audience. If you have any questions just write to SAGE ADVICE, c/o The Dragon, POB 110, Lake Geneva WI 53147. Please include a SASE to ensure an answer, since I cannot promise that all questions received will appear in the column.

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QUESTION: I have waited anxiously for the release of the *Dungeon Masters Guide*. However, I lack one important piece of information—what is its price? Also, what is a *Dungeon Masters Screen?* If I don't get an answer soon, they are going to feed me to the dragons. Oh yes, and where can I get them?

ANSWER: Heaven forbid, I wouldn't like to see you fed to the dragons. You can purchase a DMG and a DM screen from Dungeon Distributors, POB 756, Lake Geneva WI 53147, for $15 plus $1 for shipping and handling. (Prices are subject to change without notice.) I suggest that you try your local hobby shop first and then contact us if it doesn't have them.

A *Dungeon Masters Screen* is a shield that has all the combat and saving throw tables on one side, and a very nice piece of art and the tables of the different class levels on the other.

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QUESTION: There is this character (a Magic-User) being refereed by an inexperienced DM. Because of his lack of knowledge, he let the character advance in levels too quickly. He also has 86 magic items. By the time the character got to 34th level, the DM had learned from his mistakes and proceeded to try to kill the powerful character. He tried a Ring of Transference, and when that didn't work he hit him with 2000 (100% magic resistant) thieves. Is it within the D&D or AD&D rules for a DM to deliberately try to kill a character?

ANSWER: NO, it is not. There are classier ways to handle a "monster" that you have created. One of the best ways, I feel, is to inform him that because of his high level he is now a member of the city council and therefore must aid in the running of the city. This, if done properly, will prohibit the character from further adventuring. The city elders certainly would not want nor like their high-level Magic-User running around in some dangerous old dungeon. When this happens, reassure the player that his character isn't dead, just retired, and he can't play him anymore. The character should then fall into your hands and become a non-player character subject to your will and yours alone. However, you can ask advice from the player whenever a situation arises where you aren't sure how the character would react. This will give the player a feeling that the character still belongs to him.

A DM should be creative. Find things for the powerful character to do. Get him involved with politics. There are many ways to keep a character busy. The character could have sons and daughters to continue the blood line. A word of warning: Don't let any of the character's magic fall into the hands of his children. Tell them they must find their own. If you don't, you will only be defeating yourself.

If you don't like this method or you can't do it, you can tell the player you will not allow him to play in your campaign until he either retires the character himself or lets you take away most of his magic. I know this sounds cruel, but sometimes it is necessary. If things get really bad, you can always blow up your world and start a new campaign. But, if at all possible, try to keep the character so busy as an NPC that any thoughts of adventuring are just pleasant memories of when he was younger.

We all make mistakes when we first start a campaign. Correcting them is the hard part. Try to explain to your powerful players that the game balance is now lost and you would like their help in restoring it. I am sure if you ask them nicely, they will be glad to help. The game is supposed to be fun. If you are having a miserable time, why play?

* * *

QUESTION: Do Rangers and Paladins cast spells at their level or do they cast them as a first level? Would a 9th-level Ranger cast a spell as a 1st-level Magic-User or would he cast it as a 9th-level Magic-user?

ANSWER: He would cast it as though he were a 9th-level Magic-User. I don't agree with this, but I am informed that it is correct. I still think they should cast spells as a 1st-level Magic-User.

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QUESTION: Do Faerie Fire spells have a cumulative effect?

ANSWER: Yes, but only in the amount of area covered; not duration, range or intensity of the lights.

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QUESTION: If two Continual Light spells were cast in the same location, would a Dispel Magic negate both of them?

ANSWER: It depends. The caster of the Dispel Magic would have to roll percentile dice for each one to see if he successfully dispelled each one. Dispel Magic affects everything within its range.

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QUESTION: If a crossbow bolt is Blessed for use against a Rakshasa, will the Bless last only for the duration of the spell, or does it last indefinitely? If it lasts indefinitely, and then hits a Rakshasa, does it lose the Bless?

ANSWER: The Bless will only last for the duration of the Spell unless a Permanency spell is cast upon the Blessed bolt.

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QUESTION: How exactly does a Longevity Potion work? My DM thinks it is a permanent ward against unnatural aging, but is only good for one day against natural aging. Is it permanent against natural aging?

ANSWER: A Longevity Potion reduces age from 1-12 years. There is a 1% chance, if you have used Longevity Potions before, that the effect will be reversed and you will age. Otherwise, it restores youth, vim, and vigor. It can also be used to counter magical aging attacks and monster-based aging attacks. The entire potion must be consumed for it to work.

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QUESTION: Is an invisibility spell cancelled when you fall on your face from tripping either over your own feet or from someone else's number 13's?

ANSWER: No.

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QUESTION: Is a curse removed at death so that when you are raised it is no longer with you?

ANSWER: It depends on the curse. If it is for eternity, then you are stuck with it. If it isn't, then your DM will have to examine the curse and make a ruling. Remember, his or her decision is final.

QUESTION: What would happen if you hit a Lich with a Rod of Resurrection?

ANSWER: The Lich would have to make a system shock roll if he is 120 years old or younger. If he is older than 120, then it would have no effect. However, if he is young enough and makes his system shock roll, he is resurrected, and you now have a mad, very high-level, evil Magic-User facing you. Either way, you have your hands full. Remember, the Lich loses all of his Lich abilities if resurrected.

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QUESTION: May thieves use bows?

ANSWER: No.

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QUESTION: One of my friends has a Cleric/Magic-User/Fighter who is human. In the *Players Handbook* it says that humans are not limited as to what class they can become. Under the section on multi-class characters it says only half-elves can be Clerics/Magic-Users/Fighters. I say his human cannot be multi-classed and he says he can. Who is right?

ANSWER: You are. Humans can only be one class at a time unless they opt to change classes. For instance, a 7th-level Fighter decides that she now desires to become a Magic-User. She must not pick up her sword and use it again until she is a 7th-level Magic-User or she will lose any experience she would have gained in that adventure as a Magic-User. Once she reaches her level as that of a fighter, i.e. 7th-level Fighter, and 7th-level Magic-User, she may now use her sword, but she cannot wear armor and cast spells. Humans may become dual class and they are not limited as to how far they can advance, as are the other races who can become multi-classed.

QUESTION: Although the *Players Handbook* does not include them in the description of the *Raise Dead* spell, may elves and half-orcs be raised from the dead?

ANSWER No, they cannot. They do not have souls, and therefore a wish must be used to bring them back.

Sage Advice

from Jean Wells

In my first column I had a question concerning a paladin and his sudden alignment change. That letter, like most, was extremely long and it did not warrant a whole column. I only printed part of that section. I, however, see the error of my ways. I should have explained that the paladin had done many other evil things before and that warranted an alignment change. It was not sudden. It was just that he had to be informed that he wasn't a paladin anymore. If I believed in anti-paladins, that is what he would be considered by me.

Also, I wish to correct another error that appeared in my first column concerning mules. For some strange reason I kept thinking they were donkeys. Mules can carry what a warhorse is supposed to, but once you get them down in a dungeon they are not going to want to turn corners and such. Everything else I said in that answer I still stand behind. If I have greatly upset anyone by my answer, I meant no harm. I am only tackling a huge column as a 1st-level writer. So please bear with me. If I make a mistake, I will gladly correct it in a later column.

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Question: Can a thief wear studded leather?

Answer: No. He can't move silently because the studs will click on surfaces he touches, and they will add extra weight, making climbing up walls extremely hard.

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Question: I have just started playing AD&D and I don't know what the following weapons are: Bardiche, Bec de Corbin, Bill-Guisarme, Fauchard, Fauchard-Fork, Flail, Glaive, Glaive-Guisarme, Guisarme, Guisarme-Voulge, Lucern Hammer, Partisan, Pick, Ransuer, Scimitar, Spetum and Voulge. Can you tell me what they are?

Answer: Alas, I don't have the space to do so. However, all the weapons but the Pick and Scimitar can be found in *The Dragon* #22, in an article on pole arms.

* * *

Question: Would a *Periapt of Wound Closure* heal or allow the healing of damage caused by a *Sword of Wounding?*

Answer: No. Only time and rest or a *Wish* will heal a wound caused by a *Sword of Wounding.*

* * *

Question: First, my question is in two parts; are the statistics in the present *Gods, Demi-Gods and Heroes* correct for AD&D, and since there are no large-scale battle rules in the *Dungeon Masters Guide*, are the rules in *Swords and Spells* or *Chainmail* the official army rules? If not, what rules are recommended?

Answer: Gods, Demi-Gods and Heroes was written for Original *Dungeons and Dragons.* There is a revised edition being written right now by Jim Ward and Rob Kuntz. This book will be for play with *Advanced Dungeons and Dragons.* There are no official rules for army battles in *AD&D* yet. We find that *Chainmail* works pretty well when we want to have armies fight each other. We are presently considering something along these lines, but it is in the beginning stages.

Question: One of my crazy friends has a Cleric/Fighter/Magic-User who also happens to be a human. In the *Players* Handbook under "human," it says that humans are not limited as to what class they can become. Under the section on multi-classed characters, it says that only half-elves can be Clerics/Fighters/Magic-Users. Am I right in saying that his human can't be a multi-classed character?

Answer: Yes, you are. Humans can become dual class, but not multi-classed. Only demi-humans can be multi-classed. I suggest that you have your friend read the sections on multi-classed characters and a character with two classes on pages 32 and 33 of the *Players Handbook.* This should clear up all of his misconceptions.

* * *

Question: Will you answer questions about Boot Hill, Divine Right, Gamma World, etc.?

Answer: No, not on my own time. I don't play those games much. I have, but I prefer Q&D/AD&D. To have any questions in those areas answered, you will have to write to TSR and then they will see that the correct person answers your letter.

Question: If an evil Cleric is wounded can he heal himself? It is assumed that he can't heal others as that would be a basically good act. What about a *Raise Dead* spell? Can he use that if he proves that his intentions are evil?

Answer: Yes, the cleric can heal himself and others as well. He helps keep those nasty critters (men) alive to further the purpose of evil. I know of an evil Cleric who helps keep a party in *Cures.* He benefits from it. He is rotten to the core and would kick his mother out of her home if he thought something could be gained from it. As long as the Fighters are doing their job and keeping him from being attacked, sure, he will adminster to them. You get more treasure if your Fighters kill more monsters, and they can only do that if they are alive. Besides, if a Cleric didn't pass out a few *Cures* and raise a few dead, he wouldn't have any worshippers to kneel before his or her god after a while.

* * *

QUESTION: Is there an anti-Ranger and an anti-Paladin in *Advanced Dungeons &Dragons?*

ANSWER: It depends. I say no, but others say yes. It doesn't say that there is an anti-anything in any of the *Advanced D&D* books. If you play straight by the books, there is no anti-Paladin or anti-Ranger.

* * *

QUESTION: I have the *D&D Collector's Edition*, the four supplements, the *Dungeon Masters Guide*, the *Monster Manual* and the *Players Handbook*. My friends say that they are all different games, the hardbacks and the paperbacks. Is this true?

ANSWER: Yes, it is. Everything that says *Advanced Dungeons and Dragons* is meant to be played together. If it doesn't say Advanced, then it can be played with the *Collector's Edition.*

* * *

Please address all questions to Jean Wells, Sage Advice, c/o THE DRAGON, POB 110, Lake Geneva WI 53147. Since all questions cannot appear in the column, please enclose a SASE to insure that your questions are answered. All questions that appear are edited from their original letter, and some are altered to appeal to a larger audience.

Sage Advice

from Jean Wells

Question: Can a Magic-User cast spells while holding a dagger, staff or wand in one hand?

Answer: Yes, providing that he has two hands and the free one is able to fulfill the somatic requirements.

* * *

Question; Can a character that failed to make his system shock roll while being resurrected still be brought back via a wish?

Answer: Yes.

* * *

Question: Can you shoot arrows at someone attacking you in hand-to-hand combat?

Answer: No.

* * *

Question: The Assassins' Guild in my D&D town is after me because my henchman bought some poison, but not from the guild. He also pocketed the extra money he made from the deal. Is there any way I can talk to them without being killed?

Answer: This is an interesting problem. However, since I don't know the mythoi that your DM plays with and I don't know the henchman, etc., all I can say is, send them a message first explaining what happened and hope for the best. What happens next will be up to your DM. Good luck.

* * *

Question: I read that Magic-Users automatically know the *Read Magic Spell.* Do Druids automatically know the *Speak with Animals* spells?

Answer: Druids are a sub-class of Clerics and therefore they pray for their spells. They only need to pray and meditate in order to know the *Speak with Animals spell.*

* * *

Question: Can a Magic-user of an evil alignment cast a *Protection from Evil* around himself to protect him from other evil creatures?

Answer: Sure, he can. Just because he is evil doesn't mean he can't protect himself from others that are evil. Also, he can cast a *Protection from Good,* which will keep out good as well as enchanted evil creatures.

* * *

Question: What should a DM do to control a player who constantly grabs up the magic treasure even though he didn't fight the monster it belonged to? He even tries to run the game and tell everyone what to do, what spells the Magic-User and Cleric should take, and where they all will stand in the ranks. What is worse, is he can never accept the fact that he has died. HELP!

Answer: First, get your players to make up an agreement on how to divide treasure and then stick to it Next, tell them that if they like being bullied around that is fine with you. If not, then give them a hand, but a small one. You are a judge, not a referee for player-against-player battles.

You can start by telling your unruly player that the spell casters are quite capable of picking their own spells. This also goes for where they want to be in the ranks and what they want to do. As for his unacceptance of his death, there is nothing you can do about that It is something in his own personal behavior pattern and you can't change it for him; only he can change it Then, when you have done all of this, encourage your players to handle their own problems. If they refuse to stand up for their rights, why should you?

Question: Must a scroll with spells be read aloud for the spells to work?

Answer: Yes, unless the scroll has a curse on it and just reading the scroll silently will cause the curse to take effect

* * *

Question: How can I spice up my D&D game? My players, as well as myself, are tired of going on dungeon and outdoor adventures. I don't have any city maps and I really don't want to bother with them, so what else is there left to do?

Answer: Well, you can ask your players what they would like to do. They probably have all kinds of ideas. In my campaign I had a similar problem, and now one of my players is trying to become Pope. So, just ask them. I am sure they would be more than glad to help. Remember, they are not the enemy. They are your friends and more than likely they will be glad to stick their nose into the campaign and give you their advice. It is only human nature to do so.

* * *

Question: In AD&D, can a character wear armor over armor? For example: padded or leather armor under splint, banded, chainmail or platemail; or even chainmail under platemail? If this can be done, how would it alter the armor class?

Answer: No. The armor (splint, banded, etc.) already has parts of lower armor classes built into it. Therefore, plate mail will have leather padding (to reduce strain) and chainmail to cover areas not protected by the plate. Splint and banded often have a leather backing. Chain will have leather padding in places where the weight of the armor falls. Without this protection, heavy armors would soon become uncomfortable and painful, as the metal would chafe and cut the skin. Also, wearing two layers of armor would make it very difficult for the character to bend or move. Armor classes are not cumulative in this way.

* * *

Question: Can Thieves be chaotic good? I have three players who are, and we are wondering if they will have to make an alignment change. We are also wondering whether or not this alignment change is considered voluntary on their part? If it is, will I have to make them drop a level?

Answer: Thieves can be neutral or evil, but not good. In this situation, I don't think you should force them to make an alignment change. Just have them become their new alignments as if they have always been of that alignment This way they won't be penalized for not reading their *Players Handbook,* but the next time they don't read the book, don't show them any mercy—unless, of course, you goofed too.

Sage Advice

from Jean Wells

Question: Must all characters that can use magic record their spells on books or scrolls in order to remember them?

Answer: If the characters are spell casters, yes; some of them must record their spells on books. Only Clerics and Druids get theirs each day through prayer and meditation. Magic-Users and Illusionists must keep one or more spell books. Some people like the idea of all spells being contained in one book, while others, including myself, like the idea of one book for each level of spells. How many spell books you will have and what size they will be is up to the DM of the game you play in.

* * *

Question: Can a Paladin put someone to death if the victim is severely scarred and doesn't want to live?

Answer: **Absolutely not!** The Paladin would try to find a reason for the person to live, if not with the world, then shut away doing religious work where those who benefit from the aid would not care what he looks like. The Paladin would also do all that he could to see that the character did not succeed in taking his own life.

* * *

Question: I am a 12th-level Paladin and I want to start a lineage. Is this possible? Can my Paladin get married, and if so, can he have children?

Answer: Well, most believe that Paladins practice celibacy. I firmly uphold this belief and will not allow my Paladin, Guinivere, to marry. This is a personal decision, or it can be made by your DM for you. Even if they don't marry, I am quite sure that Paladins are capable of having children.

* * *

Question: How does a first-level Magic-User get spells in his first-level spell book? Also, what obligations does he have to his master for his spell book?

Answer: A first-level Magic-User gets his spells placed in his spell book by himself or his mentor by way of a Write spell. This is the way he places all his spells in his spell books. As to his obligations to the Magic-User who was his master, that is between them. I myself am cleaning up after a 10th-level Magic-User's young black dragon twice a week in return for a book of third-level spells.

* * *

Question: Why can't demi-humans be Sages? Also, enclosed is a check for an order.

Answer: Demi-humans can be Sages. However, they are not as readily available as humans. Demi-humans are especially not interested in answering adventurers' questions. As for the check for the order: **DO NOT SEND ME ANY ORDERS OR MONEY.** I may work for TSR Hobbies, but I don't handle any money. If you have an order for *The Dragon*, send it to *TD* at POB 110, Lake Geneva WI 53147. If it is an order for The Dungeon Hobby Shop, send it to 772 Main Street, Lake Geneva WI 53147.

* * *

Question: In the *Dungeon Masters Guide* it says that rechargeable items can be recharged and yet it says elsewhere that once they are used up, they can't be recharged. Please clear this up for me.

Answer: Any items that are rechargeable have to have one charge left in them to be recharged. To recharge them, you cast spells at them. One major problem with such items is that one is never sure how many charges they have.

* * *

Question: If you keep using a *Ring of Invisibility*, will you slowly become invisible forever?

Answer: My stars, no! That would make the ring too powerful. For something to bestow permanent invisibility to a character is making it much too powerful. Just go around doing anything you want without ever being seen? No, no?

* * *

QUESTION: If a party comes across a magic item, should one tell them it is magic? Would it feel magical?

ANSWER: Only tell the party that something is magic if they throw a *Detect Magic* spell on it. The only other way to find out is to pick it up and try it out. That might be dangerous, but that's the way it goes sometimes. Never, NEVER, tell them, "Oh gee, it feels like a +2 sword." Make them work to find out what it is, never just give anything away.

* * *

QUESTION: We had a bit of trouble last week with this problem: A lawful good Ranger was in our party and we came across a wounded Wyvern. He and the DM said he had to protect it from the rest of the party until it attacked him. What happens now?

ANSWER: I don't see what the problem is. If your DM said that the Ranger will protect the Wyvern, then I guess he will. All you can do is wait and see if the Wyvern attacks him or anyone else in the party. Simple matters similar to this are the sole responsibility of DMs. If a DM writes and asks this question, then I would give him an answer slightly different from yours. Otherwise, the DM is the final word in matters of his or her own campaign.

* * *

Question: Does the spell *Resurrection* require a Constitution percentage roll? If so, does the character lose a point from his Constitution?

Answer: Yes, to both. However, some DMs don't make you lose the point. They only want you to keep track of how many times you have raised, and once you have been raised as many times as you have Constitution points you can no longer be raised. This way, you don't lose the benefit of extra hit points if you have a high constitution.

* * *

Question: Why can't half-orcs be raised, especially if they are 90% human as the *Players Handbook* says?

Answer: *The Players Handbook* does not say that half-orcs are 90% human. It says that 10% of them (from which player characters are drawn) resemble humans enough to pass for one under most circumstances. Genetically, a true half-orc is always 50% human.

Half-orcs cannot be raised simply because they do not have souls. I went right to the top for the answer to this one, and according to Gary Gygax himself, "Half-orcs cannot be raised-period."

Sage Advice

from Jean Wells

Question: My character is a 9th-level Druid changed to a Magic-User (he is now 10th level as a M-U). I want to be able to put my previously owned Apparatus of Kwalish inside my newly acquired Mighty Servant of Leuk-O. Then I would have the ultimate weapon: If the need arose, I could abandon the Mighty Servant and escape via the Apparatus of Kwalish.

My ability scores are Str 13, Int 18(83), Wis 18(90), Dex 12, Con 11, Cha 18(84) and MR 10 (mental resistance, a trait our group uses for psionic combat). He has an unbelievable 338 psionic points!

Is it possible for my character to change classes a third time? He wants to become a Cleric. He is not content to just be able to cast Druid and M-U spells. Is there any way for this to happen? Also, if he changes alignment (not of his choosing) from neutral, does he lose his Druid powers? Our DM is very big on traps that change alignments.

Answer: Skip Williams picked up this letter to answer, and the next thing I knew he was scampering for a hiding place. Wondering what scared him (because not very much does), I picked up the letter. My first reaction was *IIIIIIIEEEEEE!!!!*

No, I don't recommend that you place the Apparatus in the Mighty Servant. We don't believe it would fit, and your DM shouldn't allow you to do it even if it does fit. It wouldn't be possible to operate the Mighty Servant with the Apparatus inside it, and if your DM lets you do it, he's a fool. I think he's foolish anyway to let you have those magic items in the first place.

Now, for your error concerning ability scores. The only score that may exceed 18 is strength. I don't know where you got the idea that others could. *(Editor's note: Ability scores besides strength exceed 18 only in the cases of deities or legendary or hypothetical characters, such as those in Giants of the Earth.)*

As for the loss of neutral alignment, yes, your Druid ability would also be lost.

Now here's a question for you: Have you ever thought of retiring this character if you are so restless and want to keep changing classes? It is possible to have more than one character at a time in a campaign, you know. If you insist on changing, there is no reason why you cannot switch classes again—but you can't become a Cleric, since you already are a Druid and Druid is a subclass of Cleric.

* * *

Question: This is really a disgusting problem. At my school we have several different D&D campaigns and I don't like it when I come back to find that someone's character has gone up 10 levels in one day, or has picked up lots of magic and then expects to play with this character in my game. I really don't think this is fair, because it took me 2 years to advance my Magic-User to 29th level. What shall I do?

Answer: When people mix their *D&D* games this kind of thing is bound to happen. May I suggest that you have people roll up a character to only be used in your campaign. Make a copy of this new character, update it yourself after each campaign, note each magic item the character has and each time it has died. This way, you can control advancement within your own campaign.

* * *

Question: When a Magic-User casts *Charm Person*, must he know the person's language in order to command him after he has been charmed?

Answer: Absolutely. If the spell caster doesn't know the language and didn't think to bring a *Comprehend Languages* spell with him, then it's too bad. The M-U now has a charmed person with whom he cannot communicate.

* * *

Question: When an Augury spell is cast, do the gem-inlaid sticks disappear, or can they be used over again?

Answer: Any material component used to cast a spell disappears as soon as the spell is cast, regardless of whether the spell is a Cleric's spell or a Magic-User's spell.

* * *

Question: How long does the paralysis caused by a carrion crawler, ghast or ghoul last?

Answer: I have always assumed it to be 24 hours. However, since the duration of the paralysis is not clearly defined in any of the books, I suggest that each DM decide the duration in his particular campaign.

* * *

Question: A player in our campaign is a dwarf Fighter with a Constitution of 7. When she got the *Players Handbook*, she discovered that such a thing is illegal. Should the DM simply treat this as an abnormal character, or is there another way to solve the problem?

Answer: There are two main alternatives. One is to let her remain as she is, but instead of saving as a dwarf with the automatic bonuses, she should save as a human. Or, her Constitution score could be altered (by raising it to the legal minimum of 12 for dwarves) so that she would conform to the rules in the *Players Handbook*. Specific solutions to problems like this should always be handled by the DM, since he/she knows the campaign better than anyone else and is best able to determine which alternatives would fit best into the game.

* * *

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Sage Advice

Question: Can a relatively weak magic item such as a *Potion of Gaseous Form* be used to fulfill the function of a *Remove Curse?* For instance, a character put a *Ring of Weakness* on his finger and is now cursed. If he drinks the *Potion of Gaseous Form*, would the ring slip off his finger when he became gaseous, or would the curse be removed in some way?

Answer: Heavens, no! Each magic item was created to have a special purpose to function; a *Potion of Gaseous Form* cannot be used to substitute for a *Remove Curse*, and neither can any other magic item. The above character would simply become a weak character who is now in gaseous form. But the curse is still in effect, and the ring would "return" to his finger once the effects of the potion have worn off.

The only possible way to remove the effects of the curse without a *Remove Curse* would be to kill the character. Then, if the DM will permit it, the party can slip the ring off his finger. This method is more costly than using a *Remove Curse*, however, since the character would then have to be raised.

* * *

Question: Is there such a thing as a lawful neutral Paladin? We have a dwarf who is one.

Answer: No, there is no such thing as a lawful neutral Paladin—and, for that matter, there is no such thing as a dwarven Paladin. All Paladins must be human and must be lawful good in alignment.

* * *

Question: If a Ranger is hired to do a job, signs a contract, and then walks out on the agreement, is he in violation of his lawful good alignment?

Answer: It's impossible to answer this question accurately, because I don't know what the circumstances were behind his not fulfilling the agreement, or for him signing the contract in the first place. In fact, I don't even know what the agreement was. This is something that the DM of your game must decide, based upon the conditions of the agreement which was violated. Was it a fair arrangement? Was the Ranger forced into signing it? If so, did he then try to manipulate events so that the agreement would be impossible to fulfill? All these questions, and more, are important to deciding this issue. You can't simply charge someone with violating his alignment just because he failed to live up to an agreement.

* * *

Question: Weapons like the three one-handed swords, the footman's and horseman's flail, and the many pole arms are all used in basically the same manner as the others of that type. Are these weapons treated as separate weapons for determining proficiency, or can a character be proficient in all of them at once since they are forms of the same general weapon type?

Answer: Every weapon is different enough from every other one to require a separate proficiency for each one. A character who can use one of the pole arms cannot automatically know how to use all pole arms. The same thing holds true with swords, for instance; Imagine a halfling who is quite skilled in the use of a short sword attempting to use a long sword or a broad sword. Obviously, the proficiency with the short sword would not automatically transfer to the other types.

* * *

Question: Why can't human, half-elf and elven Magic-Users wear armor and still cast spells? Elves and half-elves who are Magic-Users and Fighters can, so I don't believe it is because of the iron in their armor or weapons. If it is because of training, then Magic-Users could be able to learn how to wear armor and cast spells at the same time—and even a human Magic-User/Fighter could train to acquire the ability.

Answer: This is a tough one. I would like to provide a logical answer why M-Us can't wear armor—but I can't because there isn't one. The only reason for the restriction is game balance, giving each character class advantages and disadvantages which will make it comparable in power and potential with the other classes.

As part of the built-in game balance, elven and half-elf Fighter/Magic-Users are limited as to how far they may rise in experience levels. They also must divide their experience points between more than one class. So, to make that type of character one which players will desire to try, those particular spell-casters are allowed to wear armor and cast spells.

Even though elven and half-elf Magic-Users are also limited in how many levels they can gain, they are forbidden to wear armor because human Magic-Users are also not allowed to be armored. If elven and half-elf M-Us could wear armor, why would anyone want to be a human M-U?

* * *

Question: Please clear up an apparent rules contradiction in the *AD&D Players Handbook*. On page 10 it gives a list of how many spells a Magic-User can know, based on intelligence and the chance for knowing them. But on page 26 it states that the Magic-User can only cast a certain number of spells, according to the level of the spell and the level of the spell caster. Must the DM decide which table to use, or what?

Answer: The table on page 10 shows how many spells the caster may *know* due to intelligence, not how many he/she can cast. These spells are the ones which are written in the spell-caster's spell books. The table on page 26 indicates what levels of spells and how many from each level may be memorized at one time (from the spell books) for casting at a later time. As the Magic-User increases in levels, so does his/her ability to learn and memorize more spells. The tables are designed to be used together, not separately.

* * *

Question: If a character changes his alignment from Chaotic Neutral to Chaotic Neutral Good, does the character have to lose a level?

Answer: A character cannot be Chaotic Neutral Good, because this violates the alignment structure. A character could, however, be described as Chaotic Neutral, tending towards Good. If a character

exhibits this tendency, he/she should not lose a level. However, if he/she changes completely from Chaotic Neutral to Chaotic Good, then a loss in level becomes necessary.

* * *

Question: Is it possible for all character races to have psionics, or is that power restricted?

Answer: As stated in the *Players Handbook*, page 110, the DM may allow psionics to be used in a campaign by humans, and possibly by dwarves and halflings of an exceptional nature. No other character race may have psionic power.

* * *

Question: In TD-37's "Sage Advice" there was a question referring to the paralysis caused by ghouls, ghasts and carrion crawlers. The reply stated that the duration of the paralysis was not clearly defined in any of the rule books. However, a duration for the paralysis inflicted by ghouls is given on page 15 of T1, *The Village of Hommlet*. It states that "Any human or demi-human must save vs. paralyzation or become immobile for 3-12 turns." I suppose this is the official word. Still, what is the duration of the paralysis caused by ghasts and carrion crawlers?

Answer: According to Lawrence Schick, Vice-President for Production and Design at TSR Hobbies, the paralyzation caused by carrion crawlers is of the same duration as that caused by ghouls—3-12 turns. Paralyzation caused by a ghast takes twice as long—6-24 turns—to wear off.

* * *

Question: If a character is killed by poison, does a *Neutralize poison* spell have to be cast on the character before a successful *Resurrection* is possible?

Answer: No. The *Resurrection* spell will take care of the poison if it is still in the body and still potent.

* * *

Question: Aside from the obvious ones (pole arms and bows), which of the listed weapons are two-handed?

Answer: A battle axe, spear, morning star and bastard sword can be, and a bo stick, quarterstaff, two-handed sword and a trident always are.

* * *

Question: Can centaurs read scrolls? Can a centaur leader have psionic ability? Can a centaur be raised from the dead?

Answer: Whether or not a centaur can read scrolls will depend on how the DM has the campaign structured. Perhaps such ability would be possible in centaurs with above-average (for centaurs) intelligence, as long as such a creature had some formal training in reading.

Under no circumstances can centaurs possess psionics, nor can they be raised from the dead.

* * *

Question: We have recently acquired a *Ring of Regeneration*. Our DM says that if a character lost a limb before putting the ring on, the ring will not regenerate the lost limb. Is this true?

Answer: Yes, it is.

* * *

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(Editor's note: Sage Advice has gone up a level. From now on, our question-and-answer column about D&D *and* AD&D *will contain contributions from more than one authority. The respondents to the batch of questions below are Jim Ward and Will Niebling, who both work in the sales department of TSR Hobbies, Inc., and have much more than a working knowledge of the* D&D *and* AD&D *game systems.*

Jim, the author of the just-released Deities & Demigods, *has been involved with role-playing games since meeting* D&D *and* AD&D *creator Gary Gygax in 1974. He also wrote the TSR game* Metamorphosis Alpha *and the* Gods, Demigods & Heroes *supplement for* Original D&D.

Will admits to being a gamer since the late 50's, and also got hooked on D&D *shortly after the first edition came out in 1974. He has five years' experience in DMing and designing dungeons for large convention tournaments. Most of the time on company time, he serves as Vice President of Sales.*

Jean Wells, a member of the TSR Hobbies Design/Production department, will continue to provide answers for Sage Advice questions on an occasional basis, and we hope to solicit the help of other TSR Hobbies experts to handle even more questions in the issues to come.

Because of the vast volume of mail received for the column, no individual questions can be personally answered. Those questions which seem to occur most often, or questions which deal with a general theme rather than a specific point are more likely to be published.

Also, Sage Advice is intended as a means for players to obtain definite answers to questions concerning a discrepancy or contradiction in the rules. Questions that involve making an evaluation or a subjective judgment will be answered very infrequently; usually, such matters involve problems or incidents peculiar to a particular campaign, and all such matters cannot be adequately ruled on by anyone other than the DM.

Questions for Sage Advice should be addressed to Sage Advice, c/o Dragon magazine, P.O. Box 110, Lake Geneva WI 53147.)

Question: Is it possible for a high-level Cleric and Magic-User to work in conjunction to create a moving *Blade barrier*? A *Telekinesis* spell would provide the motion.

Answer: The sixth-level Clerical spell *blade barrier* would not work for this. The *Players Handbook* describes it as a "whirl and flash in endless movement around an immobile point," and the *Dungeon Masters Guide* reiterates this under Clerical Spell explanation as an absolutely stationary spell. This, however, does not mean that something similar to what you suggest is not possible to accomplish. You should work with your Dungeon Master on this. Ask him whether or not, after careful study of the section in the *DMG* on spell research, he will allow you to create a new spell, and, if so, what the requirements to research it would be (i.e. cost, materials, time, etc.). — *WN*

* * *

Question: I was glancing through my *Players Handbook* at the Weight & Damage by Weapon Type Table at the Notes. After the Morning Star explanation I saw, "includes Godentag and Holy Water Sprinkler." I did some research on the Holy Water Sprinkler and found it to be of all things, a GUN! In *D&D* you aren't supposed to have guns or even gunpowder. Why include it in the Players Handbook if it is a gun?

Answer: From Webster's Dictionary: Morning star: Noun, translation of Gmortenstern; a weapon consisting of a heavy ball set with spikes and either attached to a staff or suspended from one by a chain; called also holy water sprinkler.

The only use of this term to mean a gun which we are aware of is a modern nickname for a terrorist weapon that sprays large numbers of bullets into crowds. — *WN*

* * *

Question: Can a Cleric attack while turning undead? What happens if he/she is hit while trying to turn undead?

Answer: Clerics are empowered with the ability to turn away undead, the success of which is dependent upon the Cleric's level and opportunity, since the Cleric must be in a position to place him/herself before the undead, have time to speak and display a religious symbol. This is his/her action for any such segment or round, and therefore prohibits also attacking at the same time. If the Cleric is hit while attempting to turn the undead, damage will be taken, but if he/she is not killed, the turning attempt will continue — unlike the spoiling of a spell that would occur if the Cleric were struck while casting. — *WN*

* * *

Question: Is the "life force" drained by a *Sword +2 Nine Lives Stealer* a life energy level, the victim's soul, or what?

Answer: The "life force" of a being can be equated with the experience level of that being and should be treated just like the strike of a Wight (see *Monster Manual*, p. 100). — *JW*

* * *

Question: Are there limitations on the usage of such items as an *Amulet of the Planes*? If not, the character can merely speak a command word and blink out to his own alignment plane any time, right?

Answer: Amulets are powerful, arcane devices that are designed to be used over and over again. Because of their great power, there should not be many of them running around (one to a universal plane is enough). The action of running to another plane for safety is risky, when you consider that the other planes are populated by powerful beings who resent intrusion! — *JW*

* * *

Question: Can evil Clerics turn good creatures such as Lammasu and Shedu?

Answer: According to page 66 of the *Dungeon Masters Guide*,

". . . A Cleric of the opposite alignment may attempt to negate the effects of a Cleric who has affected undead or other creatures." This would seem to indicate that such turning or control is possible, but as with a paladin's being turned, it should only happen between chaotic evils and lawful goods and chances of success should be roughly equivalent to the paladin turning system. — *JW*

* * *

Question: After the surprise dice are rolled, what happens? How does weapon speed factor fit into this? What was the line in the *DMG* referring to "multiple attacks" and speed factors (page 66, under Weapon Speed Factor) about?

Answer: The first part of the question is detailed under the initiative section of the *DMG* found on page 62, with the nonsurprised being going first. A weapon's speed factor can partially negate the initiative gained by surprise when slower weapons are used versus high-speed weapons (consult the section on page 66 for details). There are several allowances in the rules for beings attacking more than once in any given melee round and these must be taken into consideration when using weapon speed factors (Rangers and Paladins receive multiple attacks after gaining experience and beings of larger hit dice attack the low hit-point creatures in multiples). — *JW*

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Question: I have a player character elf with psionics, but according to a recent issue of *The Dragon*, elves are not allowed to have 'psionics. How come elves were allowed to have them originally (check an *old* Monster Manual), but now are not? Was it only Non-Player Character elves that were, or all elves? Since my elf has psionics, should he be allowed to keep them or should he give them up?

Answer: Normally, elves are not capable of having psionics. The reference in the old *Monster Manual* refers to the rare and unusual exception. As with any rare and unusual ability, psionics for elves should be limited to NPCs. Whether or not your elf should continue to have psionics is a decision your DM will have to make. — *WN*

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Question: How much experience are the various *Girdles of Giant Strength* worth? I seriously doubt 200, when *Gauntlet; of Ogre Power* are worth 1,000.

Answer: The Girdles are only worth 200 points for several reasons. First, while they do add to the strength of an individual, they do little to add to the intelligence or cautiousness of that being. Secondly, while the strength of a giant is given, the giant's innate toughness is not conferred upon the wearer. This means that while a giant could smash its fist through a wooden door, a human would break bones when doing it. While a giant could hurl bars apart, a human would rip flesh in the attempt. The gauntlets, on the other hand, offer a great deal of protection for the hands and arms and thus are worth more. — *JW*

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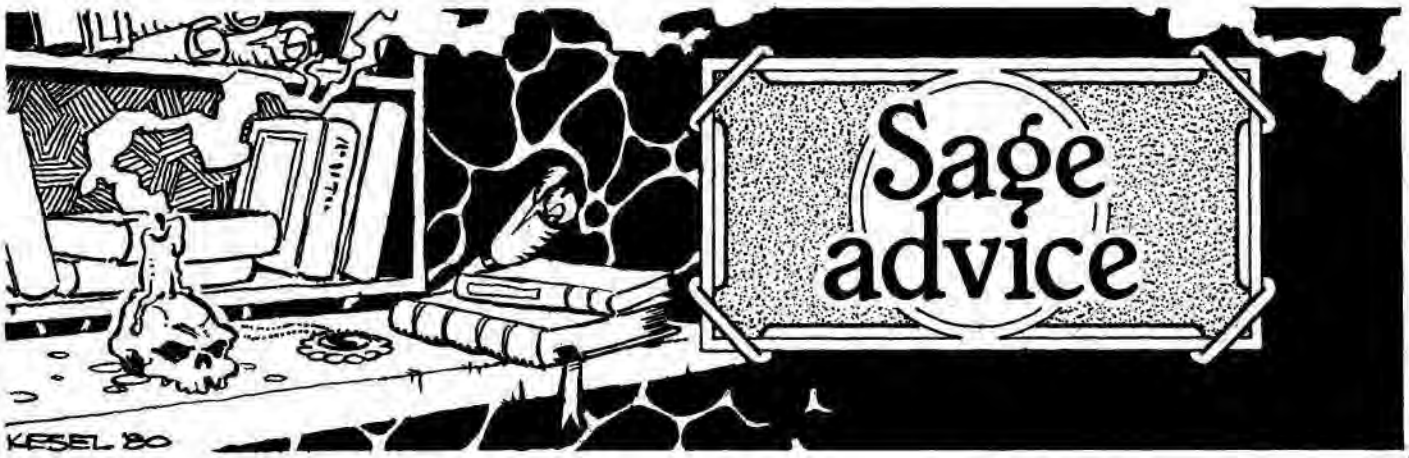
Question: When an offensive spell's range is "touch," does the touch have to be with a hand?

Answer: Yes. — *JW*



Question: Is a Paladin's protection from evil in a 1" or 10 radius?

Answer: According to the *Players Handbook*, a Paladin continually emanates a protection from evil (as per the spell) in a 1" radius around him/her. This translates in game distances to 10 yards outdoors and 10 feet indoors. — *W. Niebling, J. Ward*

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Question: Are lawful good characters able to use poisoned weapons?

Answer: Page 107 of the Players Handbook discusses poison in detail, with the major conclusion being that poison usage should be severely limited. Ultimately, the decision lies with your DM. — *W. Niebling, J. Ward*

Question: According to the Players Handbook (page 27) thieves can be neutral good, but Sage Advice *(TD #35) says* that thieves cannot be good. Which is correct?

Answer: The *Players Handbook* — but remember, good thieves should be very rare. — *W. Niebling, J. Ward*

Question: Is experience for psionically slaying monsters the same as by spell or by weapon?

Answer: Yes. — *W. Niebling, J. Ward*

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Question: In an adventure we had recently (with three characters, all of whom were no higher than second level) we had to fight a wraith and a wight. We were at our every-other-week meeting and one of the PCs forced a friend of ours to DM. The "volunteered" DM never said whether the adventure was first level or not. We managed to kill the wraith without loss with silver arrows (fortunately it was a weak wraith), but when fighting the wight the PC who forced our friend to DM was hit and lost a level of experience (he was a second level paladin). Also on the adventure that PC received a sword that was plus 2 against giant weasels only. Now the PC has erased the treasure and experience for the adventure and acts as though the adventure never took place. He says that the ideas in the adventure were stupid. Is this right?

Answer: No, it is not right! Whenever a PC decides to go adventuring anywhere he/she takes a risk and therefore must bear the consequences. I'm sure that had the PC not lost a level of experience that he/she would have gladly reaped any benefits, i.e. treasure or experience points, — *W. Niebling, J. Ward*

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Question: Can magic-users bring their spell books into dungeons or on overland adventures?

Answer: It is perfectly all right to bring spell books anywhere one wishes, but those who are wise will realize several factors which would discourage this action. From page 39 of the DMG, one sees that a great deal of uninterrupted time is needed to recover spells, and this time cannot be taken in a dungeon filled with wandering monsters. Area-effect spells like lightning bolts and fireballs will ruin books that are very expensive to replace (check page 115 of the DMG for details on cost). Damage can also be taken from creatures like blue dragons and black puddings whose attacks eat away at materials. Simple traps like falling into a pit filled with briny water can also take their toll on the pages of a spell book. — *J. Ward, W. Niebling*

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Question: Are giants entitled to save vs. death magic when struck by a Hammer of Thunderbolts?

Answer: No. The power of the weapon, when used by a being with Gauntlets of Ogre *Power* and a Girdle of *Giant Strength*, is so awesome that it will automatically destroy a "normal" giant. However, giants with unusual powers or strengths like Surtur, Thrym or Mordagz (see *Deities & Demigods)* will only take the proper amount of damage from a successful strike. — *J. Ward, W. Niebling*

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Question: Are creatures entitled to a save vs. death magic when hit by an Arrow of Slaying?

Answer: No. — *J. Ward, W. Niebling*

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Question: Are creatures entitled to save vs. level loss when hit by a wight, wraith, spectre, etc.?

Answer: No. — *J. Ward, W. Niebling*

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Question: If a 2nd-level illusionist casts *Color Spray* at two bugbears, what happens?

Answer: A bugbear has 3 hit dice and is thus one level above the level of the caster. According to page 94 of the *Players Handbook*, the monsters do get a saving throw, and if they fail it they will be blinded for 1-4 rounds. —*J. Ward, W. Niebling*

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Question: When the Dungeon Masters Guide or Players Handbook states that high-level clerical spells are only given by a deity directly, does that mean directly each time a cleric wants to recharge a high-level spell, or directly only the first time, upon acquiring a new level?

Answer: In *Deities & Demigods* it is stated that the gods punish their clerics' transgressions by withholding higher-level spells when they do wrong. From this, it can be inferred that it is necessary for a cleric to make a new appeal to his/her deity for a spell of third level or higher every time such a spell is desired. —*J. Ward, W. Niebling*

Question: Does one saving throw, apply to multiple attacks (e.g. If three ghouls hit one character simultaneously are three saves necessary to negate paralyzation?)?

Answer: The act of rolling a saving throw is the end result of the concept that there is a chance for an occurrence to not adversely influence a character for one reason or another. In the case of three ghouls making paralyzation attacks, there are three separate chances to be influenced by the magic of the ghouls and thus a need for three separate saving throws. Just because a character is lucky enough to resist the influence of two ghouls does not mean that the luck he has will or will not run out with that third attack. —*J. Ward, W. Niebling*

Question: May a Paladin initiate melee or must he/she wait for provocation?

Answer: Just because a character or creature is lawful good does not mean they will allow themselves to be placed in positions where they can be taken advantage of. When dealing with beings that are not lawful good, they will not only be constantly on their guard, they will also deal with them as they would be dealt with by those of other alignments. They will not allow a demon the first strike just to be sporting, or let a band of orcs have the first arrow shots just because they are far weaker than the paladin, or let a beautiful neutral illusionist cast a spell on them just because she is a woman (or pretty). The class survives because it innately knows how to deal with other alignments and not be tricked by the lawless ways of others. — *J. Ward, W.* Niebling

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Question: An elf magic-user has reached maximum level, and the player has decided to polymorph the character into a human so he can continue to gain levels. Can he do this?

Answer: No, he cannot. He may look like a human, but he is still an elf in reality, and therefore racial limitations still apply. — *J. Wells*

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Question: Will a *Dispel Magic* spell remove an *Anti-Magic Shell?*

Answer: No. — *J. Wells*

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Question: I'm worried about my characters not being as powerful as the other characters in tournaments. What type of character will I need to improve my chances of winning?

Answer: Don't worry. No characters from campaigns are allowed to be entered in important tournaments. Characters are provided for players in such events, to ensure that no one character is the most powerful and that all players entered have a chance at winning. — *J. Wells*

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Question: How do I handle monsters like Asmodeus, Baalzebul, Demogorgon, etc. who have hit points given, but not hit dice? I don't know what level they fight, cast spells, or save at.

Answer: Using the procedure described for golems *(Monster Manual,* page 47), hit dice for any monster not given a hit-dice number can be calculated by using 4.5 points per hit die divided into the given hit-point total and rounding the result to the nearest whole number. For example, a clay golem (50 HP) is considered as an 11-hit-dice monster. Asmodeus (199 HP) is considered to have 44 hit dice, and Juiblex (88 HP) is treated as a monster of 20 hit dice. — *J. Wells*

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Question: If a fighter has a basic dexterity score of 16 but needs a dexterity of 17 to change classes and become a thief, can he become a thief if he has a magic item that raises his dexterity to 17?

Answer: No. If he raises his dexterity to 17 by a Wish or by drinking a potion whose effects are permanent, or by any other means which bring about a permanent change, then it is permissible to change to a thief. Simply possessing a magic item that raises dexterity to 17 is not enough, since the raise in dexterity would no longer apply if the character lost possession of that item. — *J. Wells*

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Question: At what level does the Hand of Vecna operate for the purposes of overcoming magic resistance?

Answer: 21st level. — *J. Wells*

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Question: Are *Haste* spells cumulative?

Answer: No. — *J. Wells*

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Question: If a character is held in a *Rope of Entanglement,* can he still cast a spell which requires a pointed finger?

Answer: He cannot cast *any* spells while entangled. Spell-casting requires absolute concentration. No other action can be attempted or accomplished while casting a spell, and it is not possible to cast a spell while otherwise engaged. — *J. Wells*

Question: If you caught a newly hatched silver dragon and raised it, would it have your alignment or its mother's alignment?

Answer: It would retain the alignment of its parents, since that is what its natural tendencies are. — *J. Wells*

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Question: On the cover of the *Monster Manual there is a* creature flying just above the centaur and the unicorn. What is it?

Answer: According to Dave Sutherland, the artist who painted the cover, it is a red dragon. — *J. Wells*

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Question: What are the armor class, hit dice, etc. figures for the snakes in the clerical *Sticks to Snakes* spell?

Answer: According to Gary Gygax, these are the figures that should be used:

	Poisonous	Constrictor
ARMOR CLASS	5	6
MOVE	15"	12"
HIT DICE	1	3
NO. OF ATTACKS	1	1
DAMAGE/ATTACK	1	2-5
SPECIAL ATTACKS	Poison	Nil
SPECIAL DEFENSES	Nil	Nil

— *J. Wells*

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Question: As listed in the *Monster Manual,* the larva and the su-monster have incomplete alignments. What are they supposed to be?

Answer: The larva's alignment is neutral evil, and the su-monster should be chaotic neutral. — *J. Wells*

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Question: The mind flayer is listed in the Monster *Manual* as having psionic attack mode B, which is described in the *Players Handbook* as Mind Thrust. However, in the description for the mind flayer, it is described as a *mind blast.* Does this mean that the attack mode should be A, Psionic Blast, instead of B, Mind Thrust?

Answer: Yes. The mind flayer's psionic modes should be listed as A/FGH. — *J. Wells*

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Question: Under the *Robe of Eyes* description in the *Dungeon Masters Guide* it says that a person wearing the robe can track as a 12th-level Ranger. What is the difference in tracking ability between a 1st-level Ranger and a 12th-level Ranger? I saw none in the *Players Handbook.*

Answer: there is no difference. The description of the robe is wrong, and will be corrected in future *DMG* editions. — *J. Wells*

Question: Does alignment change always require loss of a level?

Answer: Yes. See page 25, Dungeon Masters Guide. — *W. Niebling, J. Ward*

Question: May a character's ability be increased beyond maximum racial abilities *(Players Handbook, page 15)* by magical means *(i.e. Manual of Quickness of Action, Wish, etc.)*?

Answer: Using the interpretation from page 11 of the *Dungeon Masters Guide*, it is perfectly acceptable to raise scores above maximum racial limits when using magic. If such were not the case, spells like the second-level Magic-User spell Strength would be useless. — *J. Ward, W. Niebling*

Question: May a character cast a spell by reading aloud from his spell book?

Answer: Absolutely not! The spell books do not contain the power of, say, a scroll with a spell on it; they are a means for the M-U to enable himself to retain a number of magic spells at a single time. Within the framework of each spell are gestures and moves that must be done in a special sequence, as well as materials that must be employed while making the incantation. Simply reading a spell from the spell book will not cause it to be cast while the other conditions of the spell remain unfulfilled. — *J. Ward, W. Niebling*

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Question: Is it okay for a Monk (Lawful Neutral) to sneak up on an opponent and then backstab? (Is this act chaotic? Is this evil?)

Answer: The act of killing a victim without knowing if he/she is truly an enemy (in other words, killing a complete stranger without knowing if he/she presents a threat) is a chaotic act. The act of killing an opponent with the knowledge that there is some other way to overcome him/her is an evil act. It would seem permissible for the Lawful Neutral Monk (or any other similarly aligned being) to attack a known enemy from the back, when circumstances make it necessary to kill that foe. —*J. Ward, W. Niebling*

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Question: Exactly what is involved when a creature is subdued? Unconsciousness? Surrender? Does it apply to player characters?

Answer: First of all (from the DMG, page 67), player characters cannot ever be "subdued" in the sense of forced surrender. The process of subduing involves attacks on creatures of semi-intelligence and higher, in an attempt to instill fear in the mind of the creature being attacked that it could be killed by its opponent(s). Subduing does only 25% of its damage in the form of actual damage (loss of hit points), and the act of subduing will therefore not drive a creature to unconsciousness.

Creatures which are successfully subdued will be fearful of the characters who did the damage to them, and will obey those characters (according to the nature of the creature), out of fear of being punished further. This type of control is dangerous to try to maintain for a long time, because when the subduers show signs of weakness or when the subdued creature reaches a condition of maximum health once again, the once-subdued creature may attack. — *J. Ward, W. Niebling*

Question: Do Bards get bonus spells for Wisdom?

Answer: Yes. — *J. Ward, W. Niebling*

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Question: Are longbows or composite longbows permissible for use underground?

Answer: It is theoretically possible to use any sort of weapon underground if the conditions are proper. We know of a campaign which includes catapults manned by orcs in large underground caverns. The use of a longbow or composite longbow underground would involve some inherent problems that should be evident to any DM (or bow carrier) worth his salt — but they can be used. — *J. Ward, W. Niebling*

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Question: When a character is in a dungeon, the passage of time is usually quicker than normal. But when you take a character "out of action" to learn a new language, for example, does normal time apply to the character?

Answer: With respect to a character, *all* activities are defined in terms of "game time." Review page 37 of the DMG for a full explanation of time. — *J. Ward, W. Niebling*

(Editor's note: Because of the great volume of mail received from readers with "Sage Advice" questions, individual queries cannot be answered by letter, regardless of whether the sender has enclosed return postage for such a reply. The questions which appear most often, as well as the questions which the authors think will be of greatest interest to the greatest number of readers, will be answered in print.

"Sage Advice" is not intended to be a forum for getting answers to questions that are primarily a matter of interpretation. Questions which cannot be answered absolutely one way or the other but require a judgment to be made by the answerer are less liable to be printed than questions which involve a rules clarification and can be answered definitively. Matters of interpretation, no matter how "right" one side may see itself as being, are better dealt with on a player-to-DM basis and not by "Sage Advice.")

Question: If a Magic-User casts a Shape Change spell and turns into a huge, ancient red dragon, will he have an 88-point breath weapon or will the breath weapon do his own hit points in damage?

Answer: The breath weapon will have strength equal to the hit points of the Magic-User. In the description of the Shape *Change* spell *(Players Handbook,* page 93), it is noted that a creature whose form is assumed by the spell caster will "have whatever hit points the magic-user has at the time of the *shape change.*" — W. Niebling, J. Ward

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Question: Why should Druids be able to wear leather armor, since it is made of the hides of the animals they worship?

Answer: Druids do not worship animals, they worship all aspects of nature. This includes the "survival of the fittest" process, whereby some animals are killed to provide food, protection, or some other benefit for another species. Since the Druid is as much a part of nature as the things which make up his environment, it is quite natural for a Druid to use the remains of a fellow creature for food, armor, or whatever. — J. Ward, W. Niebling

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Question: Do you get experience points for a monster you are quested/geased to kill?

Answer: Yes. The awarding of experience points is in part designed to credit characters with actual experience -- that is, the proven ability to face a life-threatening or potentially harmful and overcome the obstacle it represents. Any time a character performs such an action, he/she is presumed to have learned from the experience, and receives experience points to signify that "betterment." Since a character under the influence of a Quest spell or a *Geas* spell is presumed to be conscious of his/her actions and capable of remembering events after they take place, it follows that experience points should be awarded to that character in normal fashion for any worthy deeds done while he/she was enspelled. — J. Ward, W. Niebling

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Question: What happens when a cornered (as in a deep pit) undead creature is turned?

Answer: The act of turning undead (by a good Cleric) compels the victim to turn directly away from the Cleric and move as fast and as far away as possible for 3-12 rounds. When it is physically impossible for the creature to keep moving away, it will retreat to the most remote (from the Cleric) location in the area and continually face away from the Cleric and his/her holy symbol. — J. Ward, W. Niebling

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Question: Do Clerics with 18 Strength qualify for exceptional Strength? What about multi-classed characters? Double-classed humans?

Answer: Only characters who are Fighters or have the Fighter class as one of their classes can qualify for an exceptional strength rating. Furthermore, several races and genders of races are by their nature unable to achieve an 18 Strength, and thus do not qualify for the exceptional rating even if they are Fighters. These types include all females except for humans and half-orcs, plus male halflings. — J. Ward, W. Niebling

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Question: Does a Luck Blade sword give a +1 "to hit" in combat?

Answer: No, it only gives +1 to saving throws.

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Question: What would happen if you placed a full Bag of *Holding* into an empty *Bag of Holding?* I want to be able to carry as much treasure and magic as I can without encumbering myself. Do you think this is a good idea?

Answer: This is an interesting idea, and one which I discussed with the TSR Hobbies, Inc. Design Dept. We have all agreed that if a full *Bag of Holding* is placed in an empty one, only one more small (ring-sized) item could also be placed in the second bag. Since all *Bags* of *Holding* are made by the same sort of magic, they do not work in their normal fashion with respect to other bags. So, once a full bag is placed in an empty one, the second one becomes full also, except for the single, small extra item that may be fit inside it. — J. Wells

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Question: It states in the Monster Manual (under Quasit) that Clerics can have familiars. How do Clerics go about obtaining these familiars, and what is available?

Answer: The description under Quasit in the Monster *Manual* does not imply that *all* Clerics can have familiars; it merely says that the Quasit is a particular creature which may serve as a familiar for a Cleric of chaotic evil alignment. The question of whether or not any other sort of Cleric can have a familiar, or precisely which creatures might be able to serve in this capacity, is left to the DM. If a DM rules that Clerics may be entitled to have familiars, it is suggested that they only be granted by a Cleric's deity to a worshipper who has remained faithful to that deity for a long, long time, and as reverently as possible has fulfilled the requests and requirements of that religion.

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Question: Do Paladins and Rangers have to have special gods to pray to in order to obtain their spells? Do their gods have to be patron gods of Paladins and Rangers?

Answer: No. The only absolute restriction on the selection of a deity by a Paladin or Ranger is based on alignment -that is, the character's god obviously cannot be of an evil nature. While a Paladin could be expected to only pay homage to a lawful good deity, in general it would be possible for a Ranger (for example) of neutral good alignment to pray to a chaotic good deity. — J. Wells

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Question: What does "vorpal" mean?

Answer: It comes from the nonsense phrase, "and the vorpal blade went snickersnack," written by Lewis Carroll in *Alice in Wonderland.* In the *D&D®* and *AD&D™* rules, it is a word used to describe an extremely sharp (magical) sword or blade. — J. Ward, W. Niebling

Question: My friend and I had a dispute about whether or not a Paladin will go on an adventure with neutral good characters. I say no, because on page 24 of the *Players Handbook* it says "...they (Paladins) will associate only with characters and creatures of good alignment." I would like to know who is right.

Answer: Your friend is right. Neutral good is a "good alignment," just as lawful good and chaotic good are. Although a Paladin greatly prefers to associate with none other than lawful good characters and creatures, it also notes on page 24 of the *Players Handbook* that "paladins can join a company of adventurers which contains non-evil neutrals only on a single-expedition basis."

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Question: I am very confused about the range of spells. Look in the *Players Handbook* (page 78) at *Wall of Fire* or *Wall of Ice* spells. 6"? Also, look at the area of effect. The book says "radius of the ring-shaped wall of fire is 1"+¼" per level of experience of the magic-user casting it." What is this in reality?

Answer: Under "Distance" on page 39 of the *Players Handbook*, it is stated that the scale of distance is 1" = 10 feet, or 1" = 10 yards, depending on whether the adventure is taking place underground or aboveground. Thus, the range of a *Wall of fire* is 60 feet underground, 60 yards (180 feet) aboveground. However, a spell's area of effect should almost always be translated using the 1" = 10 feet scale, whether underground or not; the wall of fire created by the spell has a radius of 10 feet plus another 2½ feet for each level of the caster, no matter where it is cast.

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Question: The *Speak with Animals* spell allows communication only with "basically normal, non-fantastic creatures such as apes, bears, cats, dogs, elephants and so on." (*Players Handbook*, page 46) Does this mean that anything in the *Monster Manual* cannot be spoken to?

Answer: The Monster Manual includes many examples of "non-fantastic creatures." Generally, they include all monsters whose AD&D™ attributes correspond to the abilities and characteristics of the actual animals, and who do not have any magical or unnatural abilities — such as (to name just a few) elephant, jaguar, herd animals, flightless birds, whales and camels. Generally, *Speak with Animals* cannot be employed against creatures which are altered versions of "real" animals, such as the Giant Skunk or Giant Beetles, because these are not "basically normal" creatures with regard to the natural animals of those types.

* * *

Question: Do player character gnomes have constitutional poison resistance? This is mentioned in the *Monster Manual* but not in the *Players Handbook*.

Answer: The concept of a player character is built around the idea that such figures are generally above average, compared to the norm for their race. Using that reasoning, it is permissible to award the gnome's special poison resistance to player character gnomes as well as NPC gnomes. For player characters, assign the poison saving-throw bonus according to constitution (as per the *Players Handbook*), instead of simply allowing a save at 4 levels higher (as noted in the *Monster Manual*). — *J. Ward, W. Niebling*

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Question: With regard to weapon type "to hit" adjustments, does the table on page 38 of the *Players Handbook* refer to armor types without shields? If the opponent was wearing chain and shield should we refer to column 5 (scale mail + shield/chain mail) or column 4 (chain mail + shield/splint mail/banded mail)?

Answer: Chain mail by itself is AC 5; with shield it is AC 4. The problem lies with determining what the "/" marks on the Armor Class Table (*PH*, page 36) mean. Each mark separates a specific type of combination of armor which shares the same AC rating with the others grouped with it. A shield, when one is listed, should be considered in conjunction with the type of armor which precedes it, not the type which comes after the "/". — *J. Ward, W. Niebling*

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Question: Are player characters allowed to be drawn from Grey Elf stock or Drow stock?

Answer: Each DM must decide whether such unusual player-character types will be allowed in his/her campaign. In the case of unusual elf types, there should be a possibility for a player character to become any of the elf subspecies, including aquatic elves and wood elves. However, it should be apparent that life as a player character under such conditions would be hard — for the character, the player, and most of all the DM, who must be prepared to cope with the added responsibility of trying to incorporate such a "rare" character into the campaign without sacrificing its balance and flexibility. — *J. Ward, W. Niebling*

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Question: is it okay for a chaotic good character to torture others? To slay helpless opponents? To back stab?

Answer: The act of torturing is basically "ungood," and even in the case of extreme hatred for another race or creature type a good character will not perform such an act. But there might be times when it is justified, if the end result is good and it cannot be achieved any other way. A character who can justify his actions (to the DM) in such a manner might expect to be able to torture an enemy without changing his alignment status. The "clean" slaying of helpless opponents is acceptable, if those opponents had previously presented a challenge to the character and his party and had attempted to harm the chaotic good character. The act of back stabbing by a chaotic good character is acceptable when it is performed on an enemy of the character and his party — but turning on other party members in the middle of an adventure is *not* a good act. — *J. Ward, W. Niebling*

Question: Once a character drops a class to switch to another class, can he/she ever gain levels in his/her former class?

Answer: No. According to page 33 of the Players Handbook, "...no progression in the original class is possible" after a character decides to switch to a different profession. Note that this is different from a multi-classed character, who holds two or more professions simultaneously and gains experience in more than one class at the same time. Also note that only human characters can "drop a class" and take up a new one.

* * *

Question: First, can Clerics or Paladins cure themselves by a *Cure Light Wounds* spell or by "laying hands" on themselves? Second, do Clerics or Magic-Users get experience points for casting spells?

Answer: As stated in the description of the Paladin character class (Players Handbook, page 22), the Paladin can "lay hands" on his/her own person or any other character or creature. However, the rules of the AD&D™ game do not specify whether or not the *Cure Light Wounds* spell can be used on the body of the caster. However, the recently revised and expanded rulebook for the DUNGEONS & DRAGONS® game does specify that *Cure Light Wounds* "may be cast on the cleric's own body" (D&D® Basic Rulebook, 1980 edition, page B15). This does not mean that the AD&D version of the spell must be handled in the same manner, because there is no direct relationship between the rules for the D&D Basic Game and the AD&D game. Ultimately, the decision is up to the AD&D Dungeon Master; it would certainly be logical and reasonable to allow the *Cure* spells to heal the spell caster, if the DM wished to allow such activity.

Second, there is no provision in the AD&D rules for awarding experience points for the simple casting of spells. There are, however, many unspecified factors which the DM may take into consideration when determining how many points a character has gained. In a particular campaign, it might be quite appropriate for the DM to award experience points for the successful casting of any spell, or of certain spells. (For instance, just "getting off" a spell in the manner it was intended might be a noteworthy accomplishment against an opponent with a high degree of magic resistance, and such an accomplishment might indeed be deserving of an experience-point bonus.) As with so many other questions, the answer lies in the preference of the DM and the conditions present in his/her campaign.

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Question: Should a neutral good bard be allowed to back stab?

Answer: Yes. Since bards have previously acquired thieving experience, they receive benefits on attacking from the rear just as thieves do. A neutral good character would be allowed to back stab under the conditions described above for a chaotic good character — any time the attack is made against a known enemy and not a helpless or harmless victim. —*J. Ward, W. Niebling,*

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Question: In the ninth-level Magic-User spell *Power Word, Kill* the spell description states, "The power word will destroy a creature with up to 60 hit points, or it will kill 2 or more creatures with 10 or fewer hit points..." How should the word "destroy" be interpreted, as "blown out of existence" or "merely killed"?

Answer: One way to answer this question is to refer to the description of the sixth-level MU spell, *Death Spell.* That spell's description states that affected creatures are slain "instantly and irrevocably," which means without possibility of resurrection. Since *Power Word, Kill* is a more powerful spell than *Death Spell,* it is reasonable to assume that victims of that spell are also not able to be resurrected. Whether or not they are literally "blown out of existence" depends on the nature of the creatures(s) destroyed, but in any event victims are not "merely killed."

Question: If a creature has magic resistance and someone is using a magical weapon against it, does their magic resistance affect the use of these kinds of weapons (fail to work), or do they work normally?

Answer: As stated in the Explanatory Notes in the front of the Monster Manual, "Magic resistance indicates the percentage chance of any spell absolutely failing." Magic resistance does not have any effect on a creature's ability to withstand damage from magical weapons or any magical item which can damage or otherwise affect the creature, unless the description of that weapon or magic item specifically states otherwise.

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* * *

The DMG is very specific on how magic-users receive their starting spells, but I cannot tell how to give clerics their starting spells and how many of them to start with.

A cleric who is starting an adventuring career has already spent a long time affirming and strengthening his faith. As outlined in the DMG, clerical spells of first and second level are obtained by "inspiration" — that is, without needing the prior approval of a deity or a servant of the deity (such as is the case with spells of third level or higher). A cleric is assumed to be in good standing with his deity when he begins as a first-level character, and is entitled to choose from all of the first-level spells, up to the limit allowable because of the cleric's wisdom score — 3 spells for those with wisdom of 14 or more, 2 spells for those with wisdom of 13, and always at least 1 spell.

If the cleric remains in good standing with his deity, the continued acquisition and replenishment of first- and second-level spells will be automatic, assuming the cleric spends 15 minutes in prayer per spell level each day. However, the DM must constantly assess the relationship between the cleric and his deity. Transgressions by even a first-level cleric should not go unpunished, but that punishment will almost always be meted out by mortal servants of the deity (higher-level clerics). As punishment, a low-level cleric might be forbidden to use a certain spell — or all spells— for a length of time, though this must always be decided by the DM. Low-level clerics should remember that even though they don't have to ask for first- and second-level spells, they aren't always automatically entitled to receive them if they don't remain wholly faithful.

* * *

If a turned monster is attacked by the cleric who turned him, will the monster fight back?

Wouldn't you? *Of course* the monster will fight back. "Hostile acts" of any sort (DMG, page 66) will disrupt and negate the cleric's effect on the turned creature. However, the monster will not necessarily continue to fight. The disrupt/on only lasts for the round in which it takes place, after which the cleric may again attempt to turn the creature.

* * *

Even though a cleric can only receive new spells from his/her deity once per day, is it possible for a cleric to appeal to his/her deity for spells more than once a day if the first appeal is not granted?

Well, anything's *possible*. A cleric's chance of getting spells depends almost exclusively on how well he's getting along with the deity he serves. If a deity withholds spells because of displeasure with the cleric, praying for atonement would be the prudent thing to do, instead of making the same request again right away. Of course, emergency circumstances can dictate extreme measures: A cleric may well justify asking for a replenishment of one or more spells twice in one day if it is truly a life-or-death situation, or if some other serious peril makes it worth taking the chance of asking twice. If the deity doesn't agree that the circumstances warrant a second request, the second answer may well be more than a simple "no."

* * *

How much area may be caused to glow by a *Light* or *Continual light* spell? Do the clerical reverses of these spells blacken 4" and 12" diameter spheres, respectively? If so, what's the good of *Darkness, 15' radius*?

An interesting three-part question: Part two answers part one, and part three doesn't seem to make sense. Yes, the reverses of the cleric spells *Light* and *Continual light* would "blacken" globes of that diameter — the same diameter as the globe of light formed when the "normal" version of the spell is cast. Nothing beyond the 4" or 12" diameter sphere of light or darkness would be affected —that is, the light sphere doesn't "glow" and give off light to the area beyond the limit of the sphere. What's the good of the *Darkness* spell? Well, the clerical *Light* spells can be reversed, but the magic-user spells can't, so there isn't any duplication of the sort that the question seems to suggest.

* * *

How long do the paralyzing effects of a glyph of warding *(peh)* last?

That's up to the DM. (If you want a *recommendation* from the sage, try 1-6 turns.) There are no details in the AD&D game rules on exactly which glyphs should be employed in a campaign or what their characteristics should be. The glyph of paralysis *(peh)* which is illustrated on page 41 of the DMG, along with some others, is meant as an example of how a glyph might

appear and what its general function might be. Other suggestions for "typical glyphs" are found in the spell description in the Players Handbook, but players and DMs must take it from there, formulating all the specific rules governing how severe and how long-lasting the effects of a glyph are.

* * *

Can an evil cleric cast Cure Wounds spells? Can a good cleric use a *Cause Wounds* spell? What about clerics who are neutral with respect to good and evil?

How do lawful neutral and chaotic neutral clerics behave with respect to undead? Do they befriend/command them as an evil cleric would, or do they turn them as a good cleric would?

Judging by the general guidelines of the AD&D alignment system, causing or promoting pain and suffering is an evil act, while counteracting or preventing that pain and suffering is a good thing to do. It's not right to say absolutely that an evil cleric can't use a Cure spell; healing another evil creature (or perhaps oneself) is not necessarily viewed as a good act when performed by an evil character. Likewise, a good cleric cannot always be condemned for using a *Cause Wounds* spell. Good clerics *do* use weapons, and the purpose of a weapon attack is the same as that of a *Cause Wounds* spell: If damaging or destroying an enemy is necessary to save your skin, then causing pain and suffering suddenly becomes a lot less evil — in fact, neither good nor evil, but neutral (in one's own best interest). But in almost all cases, it's best for clerics who want to remain in good standing with their deities to choose the version of a reversible spell that best fits their general philosophy and purpose. A good general guideline is given in the description of the reverse of the *Raise Dead* spell, *Slay Living:* "An evil cleric can freely use the reverse spell; a good cleric must exercise extreme caution in its employment..." In most cases where a reversible spell is distinctly good in one version and evil in the other, evil clerics have the most latitude in determining which version they'd like to learn. That's what you get for being good.

It can be much more difficult to play a cleric who is neutral with respect to evil and good, and much more taxing for the DM who must represent the deity that judges the appropriateness of the cleric's actions. To make life simpler, a cleric's deity may make it known that he prefers his followers to use one certain form of a reversible spell. When a preference is not specified, and no other circumstances prevent it, the cleric would logically be free to choose which version of the spell he wished to learn — and he would still be subject to the judgement of his god after he cast it (you never know what a chaotic neutral god will do).

As far as dealings with undead are concerned, the same guidelines would seem to be applicable: The cleric and his deity have a choice of how to cause undead to react to them. A lawful neutral deity, for example, might feel more benevolent toward a ghost than a ghoul, because of the monsters' alignments with respect to law and chaos. In encounters with such creatures, the actions of a cleric of that deity would be governed by the instruction he has received, or by the cleric's decision on which course of action would be looked on most favorably by his god. Perhaps a non-evil, non-good cleric of sufficiently high level would be trusted by his deity enough to make "to turn or not to turn" decisions on a case-by-case basis, whereas a lower-level cleric would need an occasional suggestion or instruction — or perhaps might be allowed to learn from his mistakes. Because of the unique personal relationship which must exist between a cleric and his deity, it is impossible to make concrete judgements about any subject which involves this relationship.

* * *

In previous clarifications in this column and from the DEITIES & DEMIGODS™ cyclopedia, we know that elves and half-orcs have no souls and therefore cannot be raised from the dead or resurrected. Since *Raise Dead* and *Resurrection* return the soul to the body, it must reasonably follow that the reverses of these spells *(Slay Living* and *Destruction)* release the soul from the body. Does this mean that elves and half-orcs are not affected by the reverse spells, since they have no souls to release?

Good question, but your reasoning isn't quite sound. The unreversed forms of those spells do indeed "return the soul to the body" — but they also do a lot more. They reintroduce biological, physical life into a body; otherwise, a lifeless body with a soul inside it would be just that — a lifeless body. The physical trauma that the recipient of a *Raise Dead* spell goes through is considerable, so much so that the revived person is "weak and helpless" and must rest to regain his former vigor. So, it is reasonable to assume that an elf or half-orc struck by a *Slay Living* spell would undergo physical trauma to the same degree, and in this case, the trauma is great enough to kill even a soulless being. Likewise, the trauma caused by a *Destruction* spell, which turns the victim to dust, is something which no creature could endure and remain alive.

The reasoning which suggests that a creature can't be affected by the reverse of a spell if that creature is immune to the unreversed form breaks down under a bit of examination. Many reversible spells are defined in such a way that a figure cannot possibly be immune to both forms of the spell at once. For example, should a blind character, obviously immune (at least for the moment) to *Cause Blindness*, also be unaffected by *Cure Blindness?* Of course not. There is no general rule which indicates that someone who is unaffected by one form of a spell is automatically unaffected by the reverse as well.

* * *

What happens when a *Resurrection* or a *Raise Dead* is cast on an undead?

Hmmm. It stands to reason that undead can be resurrected, as long as their living bodies had souls. But according to the spell description for *Resurrection*, a cleric can resurrect the "bones" of a dead body — that is, there must be some part of the body available for the cleric to touch for the process of resurrection to take place. Any undead which is encountered in an immaterial, gaseous or ethereal form could not be resurrected, because there's nothing for the cleric to lay his hands on — even if he dared to touch one.

An undead creature which is corporeal, and especially one which has retained at least a vestige of the appearance it had in life, could conceivably be resurrected with a touch — again, if the cleric is willing and able to withstand the effects of that touch. It's worth noting here that a cleric who casts *Resurrection* is incapacitated for at least one day afterward, during which time the cleric cannot engage in combat or spell-casting. Unless some means is at hand to control the resurrected creature and save the cleric's skin, he's going to be in a lot of trouble after the spell is cast.

A further guideline on the subject is found in the Monster Manual in the description for ghouls. A human who is killed by a ghoul will himself become a ghoul., unless a *Bless* spell is cast upon the corpse (in which case the victim is simply dead). The corpse could *then* be resurrected — *after* being blessed. Logically, the same procedure — bless first, raise later — could be required for an attempt to resurrect any undead creature.

Depending on the DM's interpretation of "touch," it might be possible for a cleric to lay hands on, for instance, the immobilized body of a vampire without suffering the loss of 2 life energy levels which accompanies a vampire's hit on a victim. (Since the vampire isn't doing the "hitting" or "touching," he can't do any damage.) But what about the mummy? Its touch "inflicts a rotting disease on any hit," but it's logical to assume that anyone who initiates contact with a mummy would also be subject to the disease. Since each type of undead is at least slightly different

from each other type, there are no general rules which can apply. Whether or not to require a *Bless* spell, whether or not to assess damage upon a "touch," and any other particular questions are left to the DM's discretion.

Raise Dead is a different matter entirely. The spell description pretty well covers it: The vital parts of the body must be present, which rules out skeletons and any non-corporeal undead, and the undead creature must have been in a non-alive state for a length of time which does not exceed the limit of the spell's power. The Monster Manual gives specifics for some cases: spectres, wights and wraiths will be destroyed by a *Raise Dead* spell (unless they make a save vs. magic), and a mummy can be resurrected by casting *Cure Disease* followed by *Raise Dead*.

If a *Bless* is required before a *Resurrection* attempt can be successful, the blessing need not also be required for a *Raise Dead* attempt, because the soul hasn't been away from the body as long and the newly created undead hasn't fallen entirely into the clutches of evil.

* * *

An evil cleric has control of a spectre. The spectre drains the life force from another character, making it a half-strength spectre under control of the full-strength spectre. Does the cleric automatically have control of the half-strength spectre, or does the cleric have to attempt to command it to service (turn it)?

It doesn't matter who's in control, or whether the first spectre *can* control the new one. What does matter is that there is now a spectre where there wasn't one when the first spectre was brought under control. A new spectre, even a half-strength one, must be dealt with separately just as if the beastie were another full-strength one that had just come onto the scene.

Wights, wraiths and spectres all have the ability to turn victims into half-strength creatures of their own type. The half-strength creatures are not affected by the result of any successful attempt to turn which preceded their becoming undead. Another attempt to turn should be rolled on the appropriate row of the "Clerics Affecting Undead" chart. Alternatively, because the new creatures are only half-strength monsters, the DM may allow rolls on the chart to be treated as if the half-strength undead were a type of undead with half as many hit dice.

* * *

The *Wand of Orcus* is said to cause death upon touch, except to those of "like status" such as saints. What level does a cleric have to attain to be considered a saint?

The AD&D game rules do not define conditions which must be met for a character to attain "sainthood." Specifics like this will vary depending on the pantheon of deities a DM employs in the campaign, and is entirely a matter for the DM to decide. Perhaps "sainthood" as the term generally applies might not even be possible in a certain mythos; in another, it may take the form of divine ascension. In yet another, sainthood might be a status which is attainable by a cleric of sufficiently high level. In such a situation, it seems reasonable that no cleric (or druid) should be considered for sainthood unless and until the character has the ability to cast seventh-level spells.

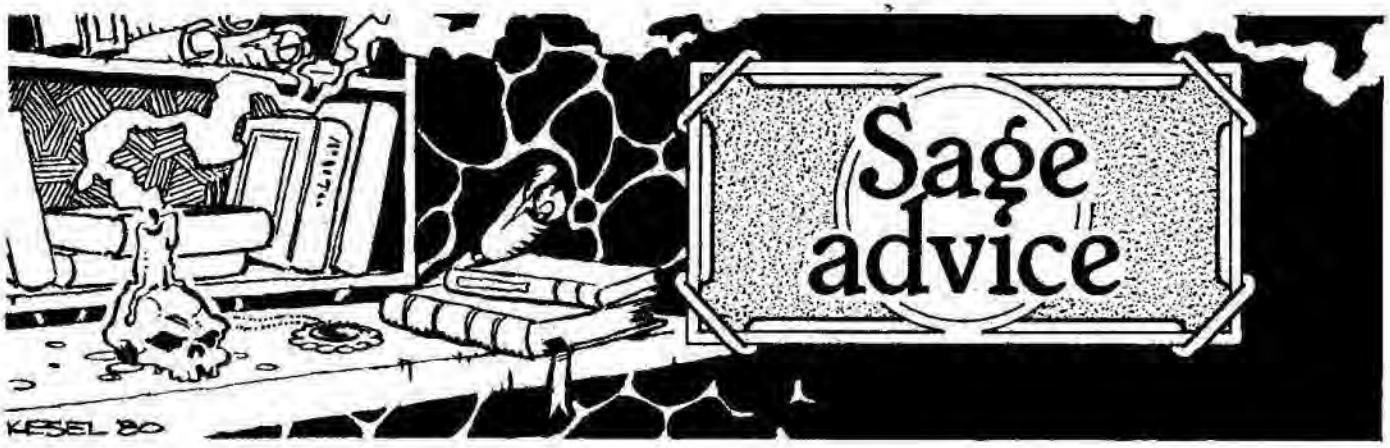
For a cleric to be awarded sainthood would be a great honor for the *character*. It would give the cleric many more powers, not the least of which would be the ability to survive a swat from the *Wand of Orcus*. (Note that the wand only causes death "upon touch" when that touch is in the form of a hit in combat, and only when the wand is wielded by Orcus himself.) But achieving sainthood might not be preferable to the *player*, if the DM rules that the sanctified cleric must become a non-player character instead of continuing to be a player character. Are you sure you want your 20th-level cleric to be a saint after all?

What if those 675 low-level monks were divided by alignment into 3 separate monk organizations, each independent of the others? Using the formula given in the Players Handbook for determining non-player character monk alignments, this gives the nine lawful good monk leaders 338 lower-level monks, or 37 each; the lawful neutrals 236, or 26 each; and the lawful evils 101, or 11 each.

If these figures still seem too unmanageable, it is a small step further to postulate the existence of smaller factions. Let's further assume that due to strife, disagreement of religion, and great distance (my campaign map covers an area roughly the size of the United States) these alignment groups have further split into smaller factions, called "brotherhoods." With a little more juggling of the numbers (perhaps a higher dropout rate or a higher recruitment rate), a structure can be established where each high-level monk has only around eight lower-level monks to "keep watch over," allowing much more time for adventuring.

One problem that could arise within a single brotherhood is the "too many chiefs and not enough Indians" syndrome. Should this occur, a large-scale recruiting drive would be initiated in the area. Should the problem grow severe, the brotherhood might have to disband. The few remaining members would have the options of retirement, changing classes, or beginning to study in another brotherhood (this last act could require a drop in level and a re-training period of several months.),

Naturally, it is not possible to allow for more than one Grand Master of Flowers and still entirely uphold the spirit of the AD&D rules. But it is possible, and may be advisable, to alter the monkish hierarchy to suit a particular campaign, as long as the system and the rationale devised to affect such a change is logical, balanced and fair. What is given above represents a solution to the "problem" —but by no means the only one or the best one.



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* * *

My character is a lawful neutral monk in a party with two neutral evil characters and two neutral goods. The DM says that if our party runs into a party of lawful neutral monks and fighting breaks out, my monk would join the other monks in fighting, against my party. I think the DM is full of it. What do you think?

There is a lawful evil high-level NPC monk in our campaign. What will happen when my lawful good player-character monk gains enough experience to challenge this monk for position? There seem to be many ways in which an evil character could avoid such a challenger. How can such an opponent be made to "fight fair"?

The key to properly determining a monk's course of action in each of these examples has to do with understanding the concept of lawfulness. Monks must always be lawful, and for very good reason, because a monkish hierarchy and advancement within that hierarchy would be valueless if so much as a single non-lawful element was allowed to "contaminate" it.

The purpose and goal of lawfulness, from the definition of lawful neutral in the Players Handbook, is "bringing all to predictability and regulation." Lawful characters must always be predictable in their actions and motives. The Dungeon Masters Guide adds that it is vital for all lawful neutral characters to have "regimentation and strict definition" in their lives and their outlook on life.

How is this applied to the first situation? Simply this: A monk's lawfulness will cause him to always honor the prior commitment he made to the members of the party he's with. His allegiance is to his comrades first, because that's the lawful thing to do. Of course, if the party members treat the monk in a less than lawful fashion themselves, they must be willing to suffer the consequences of that action if the monk elects to "desert." No lawful character will remain allied to a party which treats him unfairly, regardless of previous commitments — and may get rather fervent in his objections to such treatment.

If the concept of lawfulness is correctly interpreted and properly integrated into an adventure or a campaign, no "desertion" of this sort will occur without extenuating circumstances—and in no event should a DM ever feel justified in decreeing that such an event *must* take place. It is the character's (and player's) right and responsibility to decide what to do. After that decision is made and carried out, it is the DM's right and responsibility to evaluate the "correctness" of the decision in light of the character's professed alignment. A lawful player character cannot be forced (by the DM *directly)* to do something unlawful, but should always be held accountable if it happens involuntarily as the result of a *game* activity, or if the character does it of his own free will.

The guidelines in the definitions of lawful neutral similarly apply to lawful evil characters, who must also respect "the system." A lawful evil monk will "fight fair" with, respect to lawfulness — that is, he will recognize and accept the challenge of an up-and-coming monk. He will respect the challenger's right to face him in hand-to-hand combat, because that's the foundation of the system which all monks are bound to uphold.

It is not lawful, for instance, for an evil monk to sequester himself in a stronghold while a mob of monsters stand guard to make sure no other monk can get to him. In such a situation, the lawful thing to do would be to allow the challenger to pass freely past all wards and obstacles — and then ambush the challenger from the shadows as soon as he's within striking range.

A lawful evil monk should have to "fight fair" in making it possible for the hand-to-hand combat to take place — but once the battle is joined (in most cases, begun by an evil sneak attack), it's every monk for himself. By contrast, a pair of lawful good monks competing for the same position would probably square off with great ceremony, like prizefighters or sumo wrestlers do, and conduct the whole matter as "fairly" as possible, including the presence of a referee.

And the two kinds of challenging don't mix easily. Only a very powerful or very self-confident evil monk would agree to an elaborate ceremonial combat against a good monk —and if he does consent to fight in this fashion, he's going to have something up his sleeve anyway.

* * *

If a monk's alignment changes from lawful to neutral or chaotic, does he become a thief?

Not necessarily. A monk whose alignment changes with respect to law and chaos "loses all monk abilities and must begin again as a first-level character," according to the Players Handbook. The character's new class can be anything else. It stands to reason that most "defrocked" monks would choose to be a fighter, cleric or thief, because the prime requisites for those classes are the abilities for which a monk must always have above-average scores. But it's not impossible for a monk character to have a high intelligence as well as the other high scores, in which case that character might decide to begin again as a magic-user.

* * *

Can a human fighter split class into a monk if he has the required abilities?

Even though the answer to this question can easily be found in the AD&D rules, it gives the sage an opportunity to emphasize some points which a lot of players and DMs seem to have misinterpreted. Assuming that "split class" means "become multi-classed," the answer is NO. Humans cannot be multi-classed characters, *period*. And, since only humans can become monks, no character can be a multi-classed monk. If "split class" instead means "become a character with two classes," the answer is a qualified yes. Nothing in the rule books specifically prohibits a character from taking up the monk class as a second class, or temporarily abandoning monkish pursuits to gain experience in a new class. However, a monk (or would-be monk) who travels this path would effectively forsake all chance of advancement to the higher levels of the monk class — and it should probably be stipulated that no upper-level monk (8th or higher) can decide to stop being a monk and take up a new class in any event, because an unlawful act of that sort would seriously harm the monkish organizational structure. The Players Handbook says that "nearly any combination of, classes" is possible, but points out that alignment restrictions will make some switches impossible without being disqualified from the former class; for instance, a monk (must be lawful) can never decide to study as a druid (must be true neutral) without changing alignment and losing his right to be a monk, or vice versa.

* * *

The Players Handbook says that monks fight on the table used by thieves and assassins, but the DMG puts monks on the same combat table as clerics and druids. Which is correct?

The Dungeon Masters Guide is the right source. Monks were placed on the thief's attack matrix when the Players Handbook was being compiled, but by the time the DMG was released, the decision had been made (in the interest of game balance) to have monks attack on the more favorable table for clerics and druids. In most cases where the Players Handbook and Dungeon Masters Guide disagree on a specific subject, it is safe to assume that the ruling in the DMG is to be given preference, since that book was released after the Players Handbook.

* * *

My monk with a dexterity of 15 was hit in the leg by an arrow. The DM said there would be a temporary loss of 3 dexterity points, and later he said that one of those points would be lost permanently. He took away half of my experience points (the character was first level) and said I'd have to change classes because the character no longer met the minimum requirements for being a monk.. Is this proper? If I change, would I keep any of the abilities of the former class?

It sounds like you've willingly accepted the "fact" that you have permanently lost a point of dexterity from a relatively minor wound — yet that's really the heart of your problem. It seems as though your DM was determined to find a way to keep you from playing that character as a monk. This sage doesn't have ESP, of course, and it's impossible to know the details of this incident, but any DM who decides to have such a tragedy befall a first-level character had better have a very good reason for acting that way.

There is nothing in the AD&D rules to suggest that a character has to abandon his or her chosen class because of a drop in an ability score anyway. Ability scores are not infrequently raised or lowered by various magical means, and by certain types of psionic attacks. The life of a character or a long-running campaign would be thrown into disorder if characters were forced to change classes every time an ability score fell below the minimum number originally needed to qualify for membership in that class.

If it were mandatory for a character to change class whenever an important ability score was lowered during the course of an adventure, what would be the fate of, for instance, a character rendered feebleminded by a psionic blast attack? Such a character, with (by definition) a combined intelligence and wisdom score of 0-5 for the duration of the feeblemind effect, technically doesn't qualify for any class of adventurer.

There are certain types of magical attacks which cause the loss of a point of strength or some other attribute. Losses of this kind are sometimes only temporary (the strength drain of a shadow, for instance), and even so-called "permanent" changes can be counteracted by different magical means at a later time. There may be occasions when a character has lost so much of his original attribute score that it is not practical or healthy to continue in the same class. A human fighter who has his strength reduced to, say, 6 points is risking ruin if he sets out on an adventure in that condition, and the character might stand a better chance of survival in the long run if he decided to take up magic-using (assuming a sufficiently high intelligence to do that). But the choice should belong to the character and player, not to the DM.

In the descriptions of the fighter, paladin and thief player character classes in the Players Handbook, the rules state that certain minimum ability scores are needed to "become" a member of that class. The same reasoning should be applied to those classes where the same wording is not used. In other words, minimum requirements have to be met when a character

begins a career in a class, but not necessarily at all times thereafter while that profession is being pursued.

* * *

When a player character monk attains 8th level or higher, will there be non-player character monks seeking to defeat him in combat so as to attain his level? Will be always have to combat higher-level NPCs when this is necessary to attain the next level?

In a well structured campaign, there will be a monkish hierarchy even if there is only one monk player character of sufficiently high level to challenge for another monk's position. In the extreme, this hierarchy would be delineated all the way up to the Grand Master of Flowers—a total of 12 positions (from 8th level through 17th) which would all be filled by NPCs if no player character has yet advanced beyond 7th level. At the least, the DM should provide opposition for a player character as it becomes necessary. Be sure there is an 8th-level monk for the upstart player character to battle, when the time comes, and have other "titleholders" prepared and ready to play if the player character rises even higher.

The rules about advancement for monks are specific: A monk must meet a higher-level monk in hand-to-hand combat when the lower-level monk obtains enough experience points to qualify for ascension to the next level. This presumes the existence of higher-level monks, which the DM must provide if player characters do not already fill those positions. Otherwise, the lower-level PC monk's efforts to rise in level, obtain experience points and strive for greater prowess and superiority become meaningless.

It doesn't necessarily work the same way when a player character is in a position to be challenged by a lower-level monk. It is not mandatory for higher-level PC monks to face challenges from lower-level aspirants, but such challenges will certainly come about in a campaign where the DM actively employs NPC monks, charting their advancement up the experience-point ladder just as for player characters. Challenges to a player character monk do not ever *have* to occur, but it would be ridiculous for a player character to make it all the way to Grand Master of Flowers without ever facing a bid for his position from a lower-level contender.

* * *

Will a monk's open hand attack affect creatures which can be hit only by magical weapons?

The sage says no. It doesn't specifically say in the rules that a monk can hit in this fashion, so the only possible ruling to make is that a monk cannot. As soon as we start giving characters and creatures attributes that aren't specifically prohibited to them, the ruination of the campaign is not far behind.

There is some justification for this ruling to be found in the way certain other rules are worded. The PH *does* specifically say that a monk can't use his special dodging ability on magical missiles, and that the quivering palm — "perhaps the most terrible power" a monk has (in the words of the Players Handbook), is not usable against creatures which are only vulnerable to magic weapons. In that light, there is no rationale for allowing an open hand attack, certainly not as "terrible" a power, to be useful in the same circumstances. The Dungeon Masters Guide sums it up with the statement, "...monks are not supermen or superwomen." Monks have a number of special abilities which set them apart — but not that far apart.

INTRODUCTION

SAGE ADVICE offers answers to questions about the D&D® and AD&D™ rules and how those rules can be interpreted. The answers provided in this column are not official rulings, and should not be considered as such by people who make use of the answers to solve a problem in their game-playing.

Because of the great amount of questions received for SAGE ADVICE, the sage cannot guarantee to send out individual answers to questioners, even if a return envelope is enclosed. Questions and answers will be published in DRAGON™ magazine as frequently and as promptly as space permits. Preference is usually given to questions of a general nature, or questions pertaining to a specific aspect of the rules, instead of questions which pertain to something that happened in a certain adventure, unless the latter type of question can be answered in a generally useful way. Questions should be mailed to SAGE ADVICE, c/o DRAGON magazine, P.O. Box 110, Lake Geneva WI 53147.

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A character with a vorpal sword decapitated an iron golem. This would negate the golem's special attack of poisonous gas, wouldn't it? Or can the golem still see and use its breath weapon after it is decapitated?

Decapitating a golem does not necessarily render the creature helpless or harmless. In essence, it turns the golem into two separate monsters. The body is still able to function, and will continue to attempt to carry out the wishes of its creator. Whether or not the body can "see" after the head is severed depends on your interpretation of how a golem "sees" in the first place. It is possible that the golem is magically empowered to detect the presence of a threat, and doesn't really need the "eyes" in its head to find its way around. It is also reasonable to treat a headless golem as a creature which has been blinded, and apply the appropriate penalties on the monster's "to hit," saving throw, and armor class figures.

And what about the head? It, too, remains "alive" and functional, although it is immobile and the effectiveness of its breath weapon is drastically reduced. To determine the position and placement of the fallen head, the DM can roll d4 or d6 for the direction in which the top of the head points, and d4 again to determine which surface (face, back, either side) is pointing down. The breath weapon will continue to function once every 7 rounds, and the cloud of gas will still expand to fill a 1" x 1" x 1" volume directly in front of the source. But since the head is not capable of independent movement, it should be a simple matter to keep away from it when it's about to discharge.

In a case such as this, DM's must decide how to apportion hit points between the two parts. The iron golem's head must still be "defeated" to stop the expulsion of the poisonous gas; it will retain a certain fraction of the golem's current hit points when it is severed, and it will still have all the general properties (+3 or better to hit, etc.) the creature normally has.

A lich is said to use a combination of will power, enchantments, arcane magic, a phylactery and larva essence to maintain undead status. What exactly are the processes involved in becoming a lich and maintaining that status?

There is no "ultimate recipe" for becoming a lich, just as there is no universal way of making a chocolate cake. Only those things which are generally true are stated in the AD&D rules-a magic-user or cleric gains undead status through "force of will" (the desire to be a lich, coupled with magical assistance) and thereafter has to maintain that status by special effort, employing "conjurations, enchantments and a phylactery" (from the lich description in the Monster Manual). The essence of larvae, mentioned as one of the ingredients in the process (in the MM description of larvae) might be used as a spell component, or might be an integral part of the phylactery. *Exactly* what it is, and what it is used for, is left to be defined by characters and the DM, if it becomes necessary to have specific rules for making a lich.

Several combinations of spells might trigger or release the energy needed to transform a magic-user or m-u/cleric into a lich, exactly which combination of magic is required or preferred in a certain campaign is entirely up to the participants. The subject has been addressed in an article in DRAGON magazine ("Blueprint for a Lich," by Len Lakofka, in #26), but that "recipe" was offered only as a suggestion and not as a flat statement of the way it's supposed to be done.

No matter what ingredients and procedures are defined in any "recipe" for a lich, it should be virtually (if not completely) impossible for a player character to perform the process on himself — and if the attempt at becoming a lich does succeed, the character should no longer be allowed to operate as a player character. A character might have a long and prosperous existence as a lich, but would not be able to be considered an adventuring character — in fact, there would be no reason or incentive for a player-character lich to be an adventurer, because experience points are meaningless to a character who can't rise in levels and gain new abilities. Besides, who knows how much time it takes to maintain lich status? Maybe a lich player character would have to spend *all* his time working to maintain lich-hood, with no time left to "enjoy" the fruits of his labor.

* * *

Are liches or vampires destroyed or damaged by sunlight or torchlight? What other undead, if any, are adversely affected by exposure to sunlight or some other bright light source?

From the various descriptions of the undead monsters in the Monster Manual, it appears that only the vampire, the spectre and the wraith are adversely affected by light — and even then, the light must be actual sunlight or at least a light source of daylight-level intensity. The light from a torch or a lantern, or a *Light* spell, or a small-scale "fire" spell such as *Flame Arrow*, is not bright enough to be harmful.

The status of wights is questionable; wraiths are said to be "similar in nature to wights," and wraiths have no power in full sunlight, but wights are only said to "hate sunlight," leaving unanswered the question of whether they are harmed by it. The sage recommends that wights be treated differently from wraiths, because the wight is a weaker type of undead with less of a "link" to the negative material plane than the wraith, and it is the wraith's strong connection to the eternal darkness of the negative material plane that makes the creature so vulnerable to bright light.

All of the undead prefer to lurk about in darkness. Ghosts and shadows especially like places where light does not shine, but daylight doesn't bother them if they have to put up with it. A lich's hidden chambers are "very dark," says the MM, but obviously the lich has powers even in an illuminated area; otherwise, how could anyone flee in fear of something they can't see? Same goes for the ghost, whose power to cause aging and panic can't be effective unless the victim has at least enough light to see by. The other types of undead — ghasts, ghouls, skeletons, mummies, and zombies — are not affected by the presence of light.

While we're on the subject, exactly what is "some other bright light source" — what will produce the effect of daylight when sunlight is not available? For one thing, a *Continual Light* spell, which is said to be "nearly as illuminating as full daylight." But does a *Continual Light* suffice as a replacement for actual sunlight? The sage's suggestion here is that *Continual Light* should be effective in rendering wraiths and spectres powerless, but that only actual sunlight ("direct sunlight," in the words of the MM, is able to make a vampire helpless. Artificial sunlight, even if created magically, has no effect upon the creature which the MM calls "the most dreaded of the chaotic evil undead."

As with any general guidelines, the ones stated above have exceptions. For instance, the "sunburst" effect of a *Wand of illumination* does "light"damage to any undead within its range. It's up to the DM to known when these exceptions should take precedence.

Are there other light-producing magics that equal or surpass a *Continual Light* spell in intensity? Yes, but most of them are flame-producing *(Flame Strike,* a *Wand of Fire,* a *Produce fire* spell, a *fire Storm,* and so forth) as opposed to light-producing, and thus might be disallowed as a "light source" for the purpose of immobilizing an undead. Similarly, a *Lightning Bolt* spell or the use of a *Gem of Brightness* produces a flash of light bright enough to blind, and it is certainly brighter than normal daylight. But in most cases, the extremely short duration of the "light blast" makes it unlikely that a DM would allow such things to be used as light sources.

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Will a Defect Evil spell be effective on a demon polymorphed as a man?

Yes, the spell will reveal emanations of evil in such a case. Some demons (Demogorgon, Orcus, Yeenoghu, Types III-V) have ability equivalent to a *Polymorph Self* spell; however, that spell does not alter the personality and mentality of the creature which is polymorphed. The evil nature of a demon would be apparent to the caster of a *Detect Evil* spell even if the demon was disguised as a lawful good being.

* * *

Does the Rod of Asmodeus only absorb 50 spell levels, like a regular Rod of Absorption, or is its power greater than that? Is the Rod an artifact or relic? How about Geryon's horn?

Because the Rod of Asmodeus "acts as a rod of absorption," we assume that it can absorb up to 50 spell levels in a single use (or in one encounter). Because the rod belongs to and is controlled by Asmodeus, we can assume that a powerful, magical being such as he is capable of recharging it (unlike a normal rod, which cannot be recharged) after a reasonable interval of time (perhaps a day) has passed since it was last charged up. This interpretation makes the Rod of Asmodeus infinitely powerful, as far as its absorbing ability is concerned, but it also places a limit on how much of the absorption power can be employed within a certain time span.

No, neither the Rod of Asmodeus nor Geryon's horn is an artifact or relic. Apparently, this question is derived from the fact that the wand used by Orcus *is* included on the artifacts and relics list in the Dungeon Masters Guide. However, the wand is a special case; as stated in the item's description, it exists as an artifact because Orcus sometimes chooses to let it appear on the prime material plane to further the cause of chaos and evil. Devils, being lawful evil instead of chaotic evil, do not have such a "carefree" attitude about their precious items (such as the rod and the horn) and will not willingly part with them in such a fashion. Thus, the only way the Rod of Asmodeus or the horn of Geryon, or any other-devil's favorite weapon, can be encountered is when encountering the devil himself.

* * *

If an erinyes (30% magic resistance) is out to get a 27th-level magic-user, and the character casts an attack spell, would the erinyes make a magic-resistance roll at a minus?

No. Rolls for magic resistance are never made "at a minus." As defined in the explanation of magic resistance in the front of the Monster Manual, any spell cast against an erinyes by an 11th-level character has a 30% chance of absolutely failing. For each level of the spell-caster above 11th, the chance of shell failure decreases by 5%, which means that a 17th-level spell-caster (or one of any higher level) will automatically be able to negate the magic resistance of the erinyes. The lowest effective magic resistance that a creature can ever have is 0%, not a minus number.

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Concerning combat with vampires: I am not certain how the use of wooden stakes is accomplished; and, is it possible to kill a vampire permanently by the use of a magic weapon?

Can a cleric create water inside a non-living object? If so, what would happen if water is created inside a vampire?

Much of the details in any encounter with a vampire must necessarily depend on the nature of the particular encounter -it's impossible to define the "best" way to combat a vampire, but some general rules apply. The "use of wooden stakes" is fairly straightforward: The vampire must be in its corporeal body and it must be rendered helpless by some means other than reduction of hit points (because when a vampire reaches zero hit points, it assumes gaseous form). Exposure to direct sunlight will kill a vampire after one turn, and during that turn the creature is helpless. That seems like a good time to hammer home a stake, or it could be done at any other time when the vampire is immobilized in its corporeal body.

No, it is not possible to permanently kill a vampire with magic weapons. As stated above, a vampire will become gaseous when it is reduced to zero hit points. Magic weapons are fine for weakening the creature, but some other means must be used to apply the killing blow.

The question about creating water inside a vampire apparently comes from the mention in the Monster Manual that a vampire can be killed by immersion in running water. Unfortunately, the AD&D rules do not address the question of whether an undead creature is considered "living" for the purpose of casting *Create Water.* The intent of the rules, however, is made clear by the description in the DMG (p. 43) of the druidic version of the spell: "It is not possible to cast the spell upon a creature" (presumably including an undead creature) "and create liquid in any part of its body." In any event, creating water inside a vampire would

not have the desired (harmful to the vampire) effect, since the liquid is not *running* water, as it would be if it came from a stream or a spigot.

* * *

Do undead breathe, and could they live on an airless world?

No, they don't, and yes, they could. This is an instance where undead can and should be considered different from "living" creatures. Undead have a "life" of a sort, but they are not "alive." Their bodies do not require food, water and air to sustain themselves like ours do.

* * *

Can paladins contract lycanthropy?

Will the rotting caused by Demogorgon have an effect on monks of fifth level or higher, since they are immune to disease?

Yes, a paladin can become a lycanthrope. Yes, a high-level monk *can* be affected by Demogorgon's rot-disease attack. The immunity to disease that is enjoyed by paladins and by monks of fifth level or higher applies only to "natural" diseases, such as those listed in the table on page 14 of the DMG, and not to "unnatural" diseases such as those caused by the attack or touch of a monster. The same thing goes for the rotting disease transmitted by a mummy or the "disease" caused by the spread of green slime, for instance.

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The Monster Manual says that demons and devils are affected by iron and silver weapons but then it says that magic weapons are needed to hit certain demons and devils. Do iron and silver weapons damage these creatures?

The forms of attacks which affect *all* demons and devils are listed in the general descriptions for each type of creature. Everything in the list applies to every creature of that type, in other words, a demon which is described as only being vulnerable to magic weapons is also vulnerable to iron weapons, even the non-magical type. A demon will take no damage from a silver weapon, unless the demon is a type which is vulnerable to non-magical weapons, in which case a silver weapon will have the same damage potential as a similar weapon made of any other substance.

The situation is reversed for devils; *all* devils are vulnerable to silver weapons, even those who are otherwise only able to be hit by magic weapons, and no devil can be damaged by an iron weapon unless that devil is vulnerable to non-magical weapons.

* * *

When a character attacks a skeleton with a piercing weapon, is the character's strength-damage adjustment added to the number of points of damage inflicted on the creature?

Skeletons take half damage from attacks by sharp weapons -in other words, half of the points of damage that would have been suffered by a creature which does not have that partial protection. The result of the attack is computed normally, the bonus to damage (if any) is added to the full result, and *then* the damage points are halved. For example, a character with strength 18 (+2 to damage) hits a skeleton with his long sword and does 4 points of damage with the weapon. The skeleton will take 3 points of damage from that attack (4 + 2 equals 6, divided by 2 equals 3), as opposed to the 6 points of damage it would inflict on a creature which is fully vulnerable to edged weapons.

* * *

Are demons and devils immune to Sleep and Charm spells, just like the undead are?

Not exactly, although the end result is about the same. Demons and devils are not by nature immune to Sleep and *Charm* spells- except for the manes and lemures, which are specifically described as being immune to both those types of magic. The rest of the ranks don't need to be "made" immune to Sleep spells — they already are, because the spell only affects creatures of up to 4+4 hit dice, and none of the demons or devils (except for manes and lemures) has a hit-dice figure lower than 5+5.

Demons and devils are technically vulnerable to the effects of a *Charm Monster* spell, but the percentages aren't exactly in favor of the character who tries to use such a spell -and keep it working after it is cast. Considering the magic resistance of demons and devils, plus the fact that they get a saving throw against the spell even if their magic resistance fails, plus the fact that they can successfully "break" the charm after it is cast, the odds are definitely against the spell caster. For example, consider an 11th-level magic-user trying to snare a "lowly" Type I demon with *Charm Monster*. The demon has a 50% chance (magic resistance) of being unaffected, a 35% chance to make a saving throw vs. the spell even if its magic resistance fails, and a 45% chance per week thereafter of snapping out of it. That all adds up to less than an 18% chance that the spell will succeed and be effective for longer than one week. The chance of success is a *lot* lower for the most powerful demons and devils, and it would not be improper for a DM to simply rule that the "big names" (Demogorgon, Juiblex, Orcus, Yeenoghu, Asmodeus, Baalzebul, Dispater, Geryon) are effectively immune to the spell. The idea of being able to bring one of the demon princes or arch-devils under control by means of a mere 4th-level spell is hard to accept.

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What are the exact effects of the succubus' energy-draining power? What is an "energy level"?

Quite simply, an energy level is equivalent to a level of experience. Losing an experience level means losing a number of experience points which will bring the victim down to the lowest possible point total allowable for the next lowest level. Example: A 4th-level fighter with 15,000 experience points get a big smack from a succubus, turning him into a 3rd-level fighter with 4,001 experience points.

As specified in the Monster Manual description of the vampire, a loss in energy level also requires "corresponding losses in hit dice, ability level, attack level, etc." In the case of our unfortunate fighter, the loss in level would also mean the loss of one weapon proficiency and the loss of any other abilities or characteristics he received simply by virtue of being 4th level. The loss does not include personal possessions, and does not involve a mandatory decrease in an ability score.

An instrument is needed for all bard abilities associated with song, except for inspiring ferocity or raising morale. In no way is any loyalty or reaction adjustment for high charisma any benefit to a bard's functions.

A Bard cannot employ henchmen nor hirelings until he gains the title of Bard (11th level), and then he may employ only druids or fighters of the human, half-elven, elven, or halfling races.

A bard will work with no other bards while adventuring, although they may practice their music or poetry with each other. Like monks and rangers, bards will retain very little of the money they gain. They will attempt to buy serviceable clothes for traveling, and will buy fine clothes and the most exquisite instrument they can acquire for use when they perform, but will keep only enough money to maintain themselves in a modest manner. Any other money will be donated to a worthy cause or give away at whim — although not to player characters! Occasionally, when a bard amasses an amount of wealth that is a burden to his creativity, he might use it to have an extravagant festival or party instead of giving it away.

One interesting sidelight of the bard class is that if a player with a bard character has the ability or inclination to write or recite short poems or songs for particular situations, he should be encouraged to do so. For example, if a bard was to charm a creature and then plant a suggestion of *sleep* on the creature, a lullaby could be appropriately sung by the player. It could add additional flavor and enjoyment to the game.

DM: Well guys, how do you like it now?
Alphonse: Taaasssty, taaasssty!

Can a ranger or a paladin become a bard? The Players Handbook makes it sound as if only true fighters can become bards. Is it possible for a bard-to-be who is neutral evil to become an assassin instead of a thief?

The answer to both questions is no. The bard description in the Players Handbook makes this clear by using the words *"fighters"* and *"thieves"* in italic type, for emphasis. A player character who intends to become a bard is not allowed to have the special skills and benefits of a fighter or thief sub-class during the preliminary stages of the character's development; the special skills and benefits that the character receives when achieving bard status are more than adequate to compensate for this "disadvantage."

Also, consider that the decision to become a paladin, ranger or assassin involves making a commitment in alignment that might prove uncomfortable later in a would-be bard's career. This is especially true of a paladin, who would automatically have to undergo an alignment change (and suffer all the appropriate penalities for doing so) when switching to the thief class.

* * *

When bards start as fighters, are they limited in the armor they can wear?

No, because they're not bards yet. A would-be bard who is currently a member of the fighter profession is treated exactly like a fighter, and can use any armor or weapons while following that profession. Of course, it's good to apply some forethought; if a fighter intends to eventually become a bard, he should plan to direct his weapon-proficiency training toward the weapons which a bard can use, and it would be a good idea to find a suit of +1 chain mail during the fighter phase and tuck it away in a safe place during the thief phase of the character's development.

* * *

According to the Players Handbook, a bard is permitted to wear magical chain mail and carry a bastard sword, but a thief cannot use either. Can a bard employ these things while using thieving abilities without penalty?

Yes — assuming, of course, that the bard has attained proficiency with the sword. One of the significant benefits of becoming a bard is the ability to use armor and weapons not normally usable by a thief, and still be able to perform the various thieving abilities. All that's necessary to properly play a bard with respect to this is to interpret the Players Handbook literally: A bard is able to use any of the armor and weapon types listed as permitted to the class, and a bard is able to function as a thief of the level which the character attained while pursuing that profession. Nothing in the description given in the Players Handbook puts any limitations or restrictions on either of these characteristics. The bard is an exceptional character class, for truly exceptional characters who are able to attain and accomplish things which are beyond the ability of "normal" characters.

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A bard is limited to the use of certain weapons. However, is it possible for a bard to use a weapon he was previously trained in (for instance, a bow), perhaps with a penalty involved?

Again, this is a matter simply resolved by realizing the Players Handbook *means* what it says. No, bards cannot use bows, because that weapon does not appear in the list of weapons permitted to the class. A character who intends to become a bard should make a point of gaining proficiency with at least some of the weapons usable by a bard, in addition to skills with weapons (such as the bow) which the character might prefer to employ during his tenure as a fighter. A bard-to-be might wisely decide to become proficient with bow and arrow, to improve his chances of surviving during his fighter phase. But the use of that weapon is prohibited when the character switches to the thief class, and it can never again be legally employed before or after the character actually becomes a bard.

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The Players Handbook says that bards-to-be must switch to thieving before attaining 8th level as a fighter. A footnote on

page 181 of the DMG indicates that a bard could have 8th-level fighting ability. Of course, this only makes a difference if one opts for the special note regarding fighters' progression on page 74 of the DMG. Please clarify.

Okay, I'll try. The Players Handbook *does* stipulate that bards must stop gaining experience as fighters prior to attaining 8th level. But it also says that bards are subject to the effects of "magical books/librams/tomes which pertain to druids, fighters or thieves," and these magic items can raise the effective fighting or thieving level of the bard beyond the usual limits.

Thus, a bard who has 7th-level fighting ability and comes under the influence of the effects of a *Manual of Puissant Skill at Arms* will operate at the 8th level of fighting ability for as long as the manual's benefits remain in effect.

A bard is limited to "between the 5th and 9th level" in his advancement as a thief, which the sage interprets to mean that the bard-to-be must stop at the 6th, 7th or 8th level of thieving ability — between, but not including, 5th and 9th. Yet the same footnote on page 181 of the DMG allows for bards with 9th-level thieving ability — and it is possible for a bard to obtain that effective level of ability by settling down with a *Manual of Stealthy Pilfering*, providing he had 8th-level thieving ability to begin with.

It's also worth noting the table on page 181 of the DMG, to which the troublesome footnote refers, is designed to generate non-player characters for an encounter and has no bearing on the definition of a bard as a player character. If you don't want to assume a non-player character bard with 8th-level fighting ability has gained that ability magically, then you can assume it is possible for a non-player character bard to have powers and abilities far beyond those of a normal (player character) bard. For justification of this position, see the "Adjustments to Ability Dice Rolls for Non-Player Characters" on page 100 of the DMG; many of these bonuses apply only to NPCs, and the overall effect is to make non-player characters generally more formidable (in some respects) than a player character of the same class and race. In some cases, this means non-player characters can possess ability scores higher than the maximum attainable by a player character. By the same reasoning, a NPC bard might have a higher fighting or thieving level than it is possible for a player character to possess without magical assistance.

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Sage Advice

(Continued from page 10)

Doex-fighters (such as bards) keep their exceptional strength when they become a member of another class?

No. For bards, this is a case of giving up something to get something else: No character who is not an actual member of the fighter class can have exceptional strength. But when the ex-fighter becomes a bard, he does gain many benefits which are designed to make up for the prohibition on keeping his exceptional strength. The Players Handbook list 18 — not 18/01, or any other higher number—as the maximum strength possible for all non-fighter characters. As soon as a bard-to-be switches to the thief class, the character becomes a non-fighter. And although there will come a time when the bard-to-be regains the ability to use the skills he had as a fighter, he will never again be a fighter.

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What are the maximum fighting and thieving levels of bards? How do you determine druid level for spell-casting ability for a bard?

Does a bard of 7th level or higher possess the druidic ability of shape-shifting?

Unless something sneaky is hidden in these questions that the sage isn't picking up on, they are all clearly answered by the description of the bard class in the Players Handbook.

The maximum fighting level of a bard is 5th, 6th or 7th, depending on how far the character progressed in the fighter class before switching to thief. The maximum thieving level of a bard is 6th, 7th or 8th level, depending on when the character chooses to leave the thief profession and enter the next stage of training as a bard.

A bard is able to use druidic spells according to the chart which is part of Bards Table I: One first-level druidic spell at first level, two first-level spells at second level, and so on. It is also clearly stated that a bard "gains druidic powers as a druid of the same level," with the exception of the spells usable per level. These druidic powers include the identification, movement and language skills which begin at 3rd level, plus the immunity to certain forms of charms and the shape-shifting power which is first acquired at 7th level.

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Is the original bard class, as printed in Best of The Dragon, or the bard class from the Players Handbook, supposed to be used for a player character? The earlier version of the bard indicates dwarves, halflings and elves can be bards, while the Players Handbook says only humans and half-elves can be bards. In the article from Best of The Dragon, bards have magic-user spells. In the PH, they have druid spells. Which is right?

The original appearance of the article on bards was way back in the sixth issue of *The Strategic Review*, the predecessor of DRAGON™ magazine, and was printed before the ADVANCED DUNGEONS & DRAGONS® rules came into existence. As such, the original bard class could possibly be best employed in a DUNGEONS & DRAGONS® campaign, because this is the game for which it was developed. However, a bard player character which is going to be used in an AD&D™ campaign should be built around the rules given in the Players Handbook, which was published more than three years after the original appearance of the bard article. To make the "new bard" fit into the rest of the AD&D framework, many particulars in the original description of the class were altered. The result is a bard class that is more "right" than the first presentation — at least for the players who intend to use the character in AD&D adventuring.

Why aren't ettins mentioned among the bigger creatures which attack dwarves and gnomes at -4?

Ettins may be big and dumb, but they don't suffer any penalty "to hit" against dwarves and gnomes because of the most obvious difference between ettins and other big humanoids: their two heads. In the words of the Monster Manual, "One of the ettin's heads is always likely to be alert, so they are difficult to surprise." And, presumably, also difficult to sneak up on in any other way.

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Could an elf or dwarf who has reached the highest level possible use an *Ioun Stone* to gain further levels?

No. *Ioun Stones* do not contain powerful enough magic. None of the six stones which have the power to increase ability scores can make them better than the mathematical maximum of 18. Although no similar limit is specified for the power of the pale green stone which "adds 1 level of experience," it is unreasonable to assume that this stone can exceed the prescribed maximum (in this case, a maximum number of levels) when the others can't.

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Are there any alignment restrictions for dwarves? The Monster Manual says they are lawful good.

Many of the particulars of the Monster Manual description of dwarves are intended only to strictly apply to non-player character dwarves. Alignment is one of these particulars. Not all player character dwarves have to be lawful good, just like not all player character dwarves have to have just one hit die, and not all player character dwarves will be "Very" intelligent.

No player character race is restricted as to what alignment a member of that race can be. The only restrictions placed on races concern what classes they can become — and some of those classes have alignment restrictions, but that's a different matter.

A player character dwarf can be a thief, an assassin, or a fighter, or certain combinations of those classes. If *all* dwarves had to be lawful good, no dwarf would be able to be a thief or assassin. Player character dwarves can theoretically be of any alignment, as long as it fits the rules for the class(es) they belong to.

Non-player character dwarves, as described in the Monster Manual, are considered differently. NPC dwarves will be predominantly, if not exclusively, lawful good in alignment. Virtually all of them, except for leader types, will have no more than 1 hit die, and virtually all of them will be above average in intelligence. Also note that the MM makes no mention of dwarven thieves or assassins being encountered in a large group; all of the higher-level dwarves in a group of NPCs are either fighters or fighter/clerics. If you play NPC dwarves "by the book," there can never be dwarven thieves or assassins, and if those character types are included in an adventure or a campaign, the Monster Manual information (at least with regard to alignment, armor and weaponry in this instance) will have to be "modified" accordingly.

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What would be a reasonable spread of races and sub-races for adventurers and NPCs? For instance, what would be the chance of a PC dwarf being a mountain dwarf?

The chance of a player character dwarf being a mountain dwarf is 100% — if the player wants to be one, and if no circumstances of the campaign prohibit such a choice. This decision is one a player can make for his character, although the simple desire to be a mountain dwarf is sometimes not enough to guarantee that the character will be a viable member of a group of adventurers. If the player knows something about the DM's campaign milieu beforehand, there may be obvious reasons why a mountain dwarf would not be a desirable character. If there are no mountainous areas in the DM's world, for instance, where (if anywhere) can a mountain dwarf call "home"? In a world consisting of nothing but oceans, deserts, plains and forests, it might be hard to justify the existence of *any* type of dwarves.

When the DM is deciding which races or sub-races his NPCs should be, he must take other things into account besides simple preference. First and foremost, for dwarves, the geography and topography of the environment will dictate whether a certain clan in a certain area is composed of hill dwarves, mountain dwarves, or maybe some hybrid of both. Other information gleaned from the rule books can be used to make things "fit" properly: For instance, if a band of halflings is located in close proximity to a clan of dwarves, it would be quite proper to designate them as stout halflings because of that sub-race's known affinity for dwarves. There are no "percentages" for the chance of a dwarf being a mountain dwarf, or a halfling being a stout halfling, because no set of guidelines could be developed that would be appropriate to every type of campaign.

* * *

Do dwarves rise to the 7th or 8th level of clerical ability? The DEITIES & DEMIGODS™ Cyclopedia (p. 108) and the Monster Manual (p. 35) either state or imply that 7th is the maximum, but the Players Handbook (p. 14) says 8th.

In his general article on dwarves in this issue of DRAGON™ Magazine, Roger Moore suggests one logical answer to this problem: To resolve the discrepancy, it can be ruled that dwarven clerics with 18 wisdom can ascend to 8th level, while all others are limited to 7th level. In the final analysis, whether a campaign includes 8th-level dwarven clerics or not (regardless of wisdom score) is a matter of choice and circumstance. Per-

haps, if your campaign was begun with a pre-generated band of dwarves that includes characters who have 7th-level clerical ability (as per the Monster Manual), you might allow the possibility of those characters rising to 8th level. But such an advancement, if it is even possible, would take decades of game time to achieve. According to the age determination charts in the Dungeon Masters Guide, dwarven clerics who are established as NPCs are already almost 300 years old. If a dwarf has spent, say, 200 years rising from 1st level to as high as 7th level in clerical ability, then the advancement from 7th to 8th level is certainly not going to come about "overnight."

* * *

Why is the dwarven deity Moradin non-psionic while dwarves can be?

Again, Roger Moore tackled this problem in his article by suggesting that Moradin simply doesn't let on that he has psionic powers, preferring to keep his thoughts to himself. Without assuming so much about what kind of a guy Moradin is, the question can also be approached in this fashion:

Dwarves and halflings are the only characters besides humans who can possess psionic ability, and only dwarves and halflings of an "unusual" nature are eligible. "Unusual," in this case, can be taken to include those dwarves and halflings who have a small amount of human blood (due to some racial intermixing at some time in the distant past), which affords them the opportunity to have human-like psionic ability. (Why aren't psionics also possible for "unusual" gnomes, elves, half-elves, and half-orcs on the same basis? Because some factor which exists only in the biological makeups of dwarves and halflings makes the "passing on" of psionic potential possible.) Of course, any dwarf or halfling who is "unusual" in the genetic sense would also have to meet the standard qualifications for having psionics — intelligence, wisdom or charisma of 16 or higher, and so forth.

So, to answer the question, based on those assumptions: Moradin isn't psionic, just like the vast majority of dwarves are non-psionic, because the god and most of the mortals who worship him are full-blooded dwarves with no human blood in their background.

* * *

Concerning Moradin: "Worshiper's Align" for him is listed as "Lawful good (dwarves)." Does this mean that only lawful good dwarves may worship him, or that all dwarves and any other lawful good character may worship him?

Well, it can mean both of those things (not at the same time), and a few others besides. It depends on the circumstances of the campaign. If Moradin is the only dwarven god in the DM's pantheon, then dwarves don't have much choice if they want (or feel a need) to worship a dwarven deity. Non-lawful, non-good dwarves, such as player character thieves and assassins, might have difficulty adhering to Moradin's standards. However, if Moradin is the only dwarven god, and he knows he's the only dwarven god, and if those dwarven thieves and assassins don't have another acceptable deity to turn to, then Moradin might not look upon those dwarves with absolute disapproval, and could be expected to understand their plight. He *is* lawful good, after all, even if some dwarves might not be.

In a campaign with a more fully developed dwarven pantheon (possibly including those gods mentioned in the DEITIES & DEMIGODS Cyclopedia, and others; see the article on the following pages), where dwarves of non-lawful, non-good alignments can worship a more "agreeable" deity, then it is unlikely that Moradin would want to attract, or have to put up with, any dwarves who aren't lawful good.

General guidelines for how to run the deities of a campaign are virtually impossible to set forth because of the vast number of variables involved. But it is probably safe to say that there are no foreseeable circumstances where a non-dwarf (even a lawful good non-dwarf) would worship Moradin. Likewise, the "right" to worship a certain non-human deity is generally limited to members of that particular race (with exceptions and additions as noted in the DDG book). But the prohibition can't always work the other way: Dwarves, for instance, can certainly worship human or other non-dwarven deities, if that deity's outlook, alignment, etc., are in accordance with the character's. So, while not all dwarves must necessarily worship dwarven gods, all the worshipers of any dwarven god will be dwarves themselves.

* * *

Can a dwarf use a long sword in one hand?

A dwarf is too short to use a bastard sword one-handed. Can a dwarf use it two-handed, and if so, does he strike every other round with it?

Whether a dwarf can use or carry any sword longer than a short sword is a matter of conjecture and contention. Certainly, a dwarf is capable of lifting and swinging a long sword, a broad sword, or a bastard sword. But the shortest of these weapons is almost as tall as the average dwarf. This makes such weapons unwieldy, even in the hands of a dwarf (or other diminutive humanoid) with above average strength or dexterity. No dwarf in his right mind would try to carry such a weapon around with him, unless he enjoys being overly encumbered and likes wearing his scabbard belt up around his shoulders. Any dwarf who tries to take a long sword down the dungeon steps is probably going to clank and clatter so much that he'll be a walking lure for wandering monsters. Other player characters aren't going to put up with this sort of situation for very long, if at all.

If a dwarf finds himself unarmed in the midst of melee and there's a long sword lying on the floor nearby, nothing's to prevent him from grabbing it and flailing away. But he isn't going to wield it *well:* For one thing, he can't possibly be proficient in the use of such a weapon. And in addition to the customary penalty for non-proficiency, the DM might justifiably tack on penalties to the weapon speed factor, its adjustment against certain armor classes, and its damage figure. Even if a dwarf is able to manipulate a long sword or broad sword and score a hit despite all the penalties attached to the attempt, he might be unable to bring the weapon to bear on a target with any more effectiveness than if he were wielding a short sword — and perhaps the damage figure would be adjusted even lower (for instance, a maximum of 1-6 per hit against any size opponent).

Whether or not a dwarf can use a long sword or a broad sword with one hand, or a bastard sword with two hands, is a topic that calls for more interpretation by the DM. If you choose to allow a dwarf to employ a long sword with one hand, then you'll have to make a different set of penalties for one-handed or two-handed use of the weapon, and make the one-handed penalties stiff enough so that it's highly advisable to use the weapon with both hands if it is used at all. The penalties that might accrue to a dwarf trying to use a bastard sword with both hands might be so great as to make it mathematically impossible for the character to score a hit — but that shouldn't prohibit him from trying. He'll learn his lesson soon enough, if he survives that long.

In matters like this, where the rules provide no specific allowances or prohibitions, logic and common sense must rule. It is enough for a Dungeon Master to *discourage* the use of long swords by dwarves by administering logical and sensible penalties to the attempt, rather than issuing an outright proclamation against such activity. Let players do what they want, as long as they're willing to pay the price...

In the Players Handbook, it is stated that elves and halfelves are 90% and 30% resistant to sleep and charm spells. What spells are considered charm spells?

Obviously, the only charm spells where the elves' resistance makes a difference are those which have a chance (even a small one) of affecting them: The druid spell *Charm Person* or *Mammal* and the magic-user incantations *Charm Person, Charm Monster,* and *Mass Charm.* There are other charm spells, of course *(Charm Plants,* for instance), which can't affect elves or any other humanoids or creatures.

Certain magic items can also charm, and since most of those magic items are described in terms that equate them to *charm* spells, it's logical and reasonable to have elves' and half-elves' resistance apply to the effects of these items as well, even though the Players Handbook does specify that the resistance is to charm *spells.* These items include the *Potion of Human Control, Philter of Love, Ring of Human Influence, Rod of Beguiling, Staff of Command, Eyes of Charming,* and any magic sword with the Extraordinary Power of *charm person.* Note also that elves are resistant to the charming caused by a bard's singing and playing, which according to the Players Handbook "does not negate any immunities" to such effects.

* * *

Why are elven thieves always children?

Anyone who has a relatively recent edition of the Dungeon Masters Guide will probably think this question doesn't make sense. The latest edition of the DMG lists 100+5d6 as the starting age for player-character elven thieves (page 12). This puts them into the "young adult" range according to the Age Categories chart (page 13) for high elves — the only kind of elves who can be player characters. However, it wasn't always so. Earlier editions of the DMG gave 50+5d6 as the starting age, which would indeed mean that all elven thieves would start their adventuring lives as "adolescents" of 55 to 80 years old. Fortunately, this inaccuracy was spotted and corrected in later editions; anyone with an old book can simply make the appropriate change in the text.

* * *

Suppose an elven fighter/magic-user in plate mail (AC3) casts a Shield spell on himself. Does this simply raise his armor class to 2, as the spell description indicates, or raise it 8 places (as from AC10 to AC2), to AC-5, with respect to hand-propelled missiles? If the former is the case, why doesn't a Shield spell function at full effectiveness when cast by an armored magic-user?

The former *is* the case, and the *Shield* spell does indeed function at "full effectiveness." The spell description is specific and should be taken literally: a magical *Shield* will give protection equivalent to AC2, AC3 or AC4 (depending on the situation), regardless of what the spell-caster's armor class was prior to the casting. It doesn't make a lot of sense for a M-U who is already AC3 to "waste" a *Shield* spell on himself for the minimal benefit in armor class that the spell might offer. Of course, some of the spell's other benefits (immunity to *Magic Missiles,* bonus to saving throws) might make it worthwhile for certain purposes.

* * *

An 8th-level monk is reincarnated into a half-elf; does he still retain his thief abilities and 4 damage?

If an elven fighter/magic-user/thief had reached the maximum levels allowed by race and suddenly was changed into a human (permanently), would he still be bound by the previous racial restrictions?

Reincarnation is handled the same way whether the effects are due to the druid spell *Reincarnate* or the magic-user spell *Reincarnation.* If the form of the incarnation is a creature type that can be a player-character race, then the character must be generated from scratch, just as if it were a new character. The description of the druid spell in the Players Handbook specifies that "If an elf, gnome or human is indicated (by the dice roll), the character must be created." The reason those three races are mentioned specifically is that those are the only three player-character races on the list of creature types possible with the druid spell. However, the list of creature types given under the magic-user spell also includes dwarves, half-elves, halflings, and half-orcs — all the other races a normal player character is allowed to choose from. And there is a slim chance for any of those incarnations to be the result of a druid spell, too, if the roll on that table results in reference to the M-U reincarnation table. The same rule applies for all reincarnations: If the character created by the spell effect is a player-character racial type — even the same race as the original character — then the abilities and characteristics of that character must be determined just as if it were a brand-new adventurer.

So, a monk reincarnated into a half-elf cannot remain a monk, or retain any of the abilities of that class. The character is a half-elf of unspecified (until they're rolled up) abilities and characteristics, and is bound by all the class restrictions and racial limitations which normally apply to that race. An elven (or any other non-human) multiclassed character reincarnated into a human can no longer be multiclassed; like it says in the description of the druid spell in the Players Handbook, "the class they (reincarnated characters) have, if any, in their new incarnation might be different indeed." Except for the fact that the reincarnated character "will recall the majority of his or her former life and form," a reincarnated character is essentially an all-new adventurer. Maybe you don't like the idea of your 10th-level paladin coming back to life as a gnome — but isn't *any* life better than no life at all?

Will a Clone spell alone restore a character to life when death has occurred and the body has not been recovered? Is there a limit to the number of times a *Clone* spell may restore a character?

Based on the spell description, there is nothing to prevent a character from being "resurrected" by a *Clone* spell once or more than once. The Players Handbook says that "if the original and a duplicate exist at the same time, each knows of the other's existence." This indicates that a clone can exist at a time when the original person is no longer alive. A character with foresight — and a good friend who is capable of casting the *Clone* spell — could do worse than to leave a little of himself or herself behind before going off on a perilous adventure.

Note that the flesh sample needed as the material component of the spell must be obtained from the person to be cloned while that person is alive in order for the pseudo-resurrection to be effected: "The clone will become the person as he or she existed at the time at which the flesh was taken," which means that a flesh sample from an already-dead person will yield only a clone that is just as dead.

In order to properly monitor the chance for success of such a cloning attempt, the DM may make certain stipulations (which players may or may not be aware of). Assuming that some trace of "life" must remain in the flesh sample in order for the spell to work, a means of storing and preserving the sample(s) must be devised and maintained. Flesh that is allowed to decay and/or dry out could spoil the spell casting.

It might be difficult, if not virtually impossible, for two clones of the same person to be created non-simultaneously. Since it takes 2-8 months for a clone to grow after the spell is cast, and at least some measurable amount of time thereafter for the first clone to die, the flesh sample used for a second clone must have been preserved for at least 2 months longer than the first sample. There are only a few methods or devices which might make preservation possible for such an extended time.

If a character dies and, subsequently, two clones of that character come into existence at the same time, the two clones would logically "each desire to do away with the other," with the results as described in the *Clone* spell description. One way or the other, no two clones of the same character can coexist for longer than one week, because the clone created most recently would look upon the first-created clone as if he or she were the original person.

* * *

Why may a person survive teleporting into liquid or gas but not into a solid? Can a person teleport beside an opponent so that his weapon would be lodged into the opponent's head, thereby causing instant death?

A liquid or gas can be displaced when a solid is introduced into it, the same way that you can sit in an empty bathtub or in one that contains water. It doesn't work the same way with two solids; they don't "mix," just like you can't take a bath inside a block of ice. The technical description or interpretation of what happens really doesn't matter. The point, for playing purposes, is that a mass being teleported is not able to properly rematerialize inside a solid. Persons and/or objects that teleport low and end up inside a solid suffer "instant death," of a sort such that only a *Wish* or similarly strong magic might be able to negate.

The DM may interpret the risks of teleportation liberally enough to allow characters a chance of surviving certain "low" results. For instance, someone trying to teleport to the top of a sand dune might not suffer "instant death" on a "low" result, because it might be assumed that the sand can be displaced by the teleporting mass. But in the best of such circumstances, the person(s) teleporting would be buried and immobilized under 10 feet of sand, which means that whether or not the teleportation "worked" is immaterial, since death by suffocation would almost certainly occur imminently thereafter.

What's wrong with the idea of teleporting a weapon into someone's body? Well, first of all, here's what's right with it: The description of the *Teleport* spell indicates that the variables over which the spell caster has control are the destination and (indirectly) the probability of arriving precisely upon the surface of the solid substance that defines that destination. No mention is made of any ability to change or control in what position or facing the teleported things will reappear. Since teleportation of any sort occurs instantaneously (upon the casting of the spell or the employment of an appropriate magic item), the character(s) and objects being teleported will reappear in the same relative positions they occupied just before making the trip. Since the *Teleport* spell has no somatic component, it would be possible for a magic-user to cast the spell while holding an unsheathed dagger. Likewise, a character employing a magic sword with teleportation power could assume an "attack position" with the weapon and would reappear in the same pose.

However, there is no guarantee that the teleporting person(s) will end up facing in a desired direction —only the location can be specified. By this interpretation, a person trying to teleport to a spot directly behind an intended victim might reappear facing the victim's back, or back-to-back with the target, or in any other configuration between those extremes. If someone insists on trying, the DM can determine the facing and positioning of the teleported mass randomly, and moderate the consequences accordingly.

And even if the "teleport attack" comes off as desired by the teleporter, it's still an open question whether or not a non-living solid can "survive" being teleported inside another (living) solid. A DM who prefers to discourage this activity could rule that if any part of the non-living mass being teleported reappears inside another solid mass, the teleportation is ruined and the person holding such an object suffers "instant death" just as if that person had teleported low into a solid. For the teleportation to succeed, all of the matter being teleported must arrive in a space not already occupied by other solid matter, or else none of the teleported matter — living or non-living — will be able to survive the trip.

In the description of *Affect Normal Fires*, it says that fires can be increased in size and light to become as bright as a Light spell. However, a *Light* spell casts only as much light as a torch. Which is correct?

First of all, the question doesn't describe *Affect Normal Fires* the same way the Players Handbook does. The spell causes fires to "reduce in size and light" or to "increase in light." A fire can not "be increased in size and light," according to the spell description. This literally means that, while you could reduce a bonfire 3 feet in diameter to a smaller flame (with a corresponding reduction in light output), you could not make a small flame into a fire of greater size by the "increase" application of the spell. The small flame would become as bright (i.e., throw off as much light) as a larger fire, up to the brightness of a Light spell, but would not take up any more physical space than it did before.

It is true that a Light spell casts as much light as a torch. But there are lots of types of "normal fires" (able to be affected by the spell in question) that aren't as bright as a torch to begin with. According to page 102 of the Players Handbook, a lantern is by definition not as bright as a torch (30-foot radius of illumination compared to 40 for the latter), and naturally that would be true of any other type of flame of comparable size. Any source of flame or fire brighter than a torch (such as the aforementioned bonfire) would, presumably, actually be diminished in size and illumination by the use of the "increase" application of the spell.

* * * *

I want to make a continual light wand (by casting the third level cleric spell on a metal rod). In the DMG, under spell explanations, it says, "Darkness spells are the bane of this device...." Does the darkness spell have to be cast on the rod itself in order to negate the light? If so, what would happen if someone holding the continual light wand (light exposed) walked into an area under a darkness spell? Would the light be cancelled, the darkness be cancelled, or both be negated? Would the wand be negated if a darkness spell is cast in a general area containing the wand, but while it is enclosed so that the light isn't visible?

Either a *Continual Darkness* or *Dispel Magic* spell can negate a *Continual Light* spell, whether the light had been placed over an area or upon an object. *Continual Darkness* does not have to be cast on the rod itself in order to ruin the light wand; the darkness negates not only the *light* of the spell, but also the *magic* which caused the rod to give off the light in the first place. As long as the light wand is in, or is brought into, the area of effect of the darkness spell, both spells would cancel each other out. The same would be true if the wand were in a light-proof container inside the area of effect. That container is not magic-proof, and it is the magic itself, not just the visible effects of that magic, which is negated.

It's important to understand the difference between a light wand of this type and an item which is actually enchanted to give off light, such as a *Wand of Illumination* or a *Gem of Brightness*. When actual magic items are employed to produce magical light, a darkness spell would at best only neutralize the charge(s) currently in use; the item is not rendered unusable as long as other charges remain. For example, *Continual Darkness* will negate the effect of a *Gem of Brightness* for only one day — or not at all, if the owner of the item expends charges to offset the darkness. A continual light wand, on the other hand, is no more than a stick with a spell cast on it. When that spell is dispelled, the stick's light goes out for good (or until another *Continual Light* is cast upon it).

Dispel Magic is effective against a continual light wand, again because it neutralizes the magic of the spell which was applied to the rod. *Dispel Magic* cannot, as the spell description indicates, weaken or negate the power of a "specially enchanted" item such as the *Gem of Brightness*. The success of *Dispel Magic* against a continual light wand or other similar object depends in part on which particular kind of *Continual Light* was used to manufacture the wand; the dispelling would be more likely to succeed against the magic-user version of *Continual Light*, since that is a second level spell and the cleric and illusionist versions of the same spell are third level incantations.

* * * *

Can a person talk under the influence of a *Hold Person* spell?

No, because talking or making vocal sounds of any sort requires movement, even if only the vibration of a set of vocal cords. Any character or creature under the influence of a *Hold Person* or *Hold Animal* or *Hold Monster* spell literally can't move a muscle, and it takes muscles to form sounds and to expel the breath that carries the sound forth from its source. This would seem to hold true even for creatures that don't produce sounds the same way human vocal cords do. Sounds are vibrations, and vibrations are created only when something is set in motion. If a creature can make no motion or movement, it can make no sound.

Interestingly enough, the only occasion when sound is mentioned in the description of a *Hold* spell is for the *Hold Plant* spell. That spell "prevents vegetable matter from making any sound or movement which is not caused by wind," according to the Players Handbook. It stands to reason that this would apply to other *Hold* spells and other types of living matter as well.

* * *

A second-level thief is drained one life level. In the next few days, he accumulates enough gold pieces and experience points to not only get back to second level, but to pay for a *Restoration* spell as well. Could the thief attain third level by application of his XP's and then a *Restoration* (or vice versa)?

A character who wants to be *restored* has a fairly long time to find a cleric to cast the spell. And in the meantime, the character might very well acquire additional treasure and experience. Whether or not the character actually "gets credit" for the experience points, though, should depend on what the character's (assuming a player character in this case) intentions were in the first place.

A second-level thief drained of one energy level becomes a first-level thief with 625 experience points. As soon as that character accumulates enough experience points to qualify for second level, "no further experience points can be gained until the character actually gains the new level," according to the DMG. The training period which the character must undergo to qualify for the new level in *all* respects will take at least 1-4 weeks.

Even if the *Restoration* could still be attempted at this juncture, it wouldn't work, because the thief has already "restored" himself. *Restoration*, as the name of the spell strongly implies, only brings back an energy level when that energy level was previously lost; the spell can't "restore" a character to a level of experience the character had never before attained.

Here's where the character's intentions come into consideration. If the thief voices a desire to seek a *Restoration* after suffering the energy-level drain, and if the thief actively pursues that goal during the next 16 (or perhaps more) days of his life, a kindly DM might defer the recording of experience points for that character, in effect "holding" the thief at first level so the *Restoration* (if it comes to pass) will have its intended effect. Experience gained in the meantime could then be applied to the character's total after he has been *restored* to second level.

But the same benefit should not accrue to a character who wasn't Restoration-minded all along. If the thief only starts to think about being *restored* after he happens to run across enough cash to pay for the spell casting, the experience he has gained in the meantime should not be deferred for later application — the points are applied right after they are earned, and if the thief's current XP total exceeds the 1,250 upper limit for first level, he can't be *restored* no matter how much he pays.

How do you figure the chance to open doors if more than one character tries to do it at the same time?

That depends on what sort of door the characters are confronted with, how the DM chooses to define and describe the door in game terms, and what the capabilities of the characters are. There is no set of "rules" for such a situation that could apply in all possible cases.

The size of the door and the number of gripping places (handles) it has will help determine, first and foremost, whether two or more characters can even get their hands on it. If they can, and if the door is nothing more than an ordinary "stuck or heavy door" as described in the Players Handbook, then the chance for a pair of characters to pull or push open the door might be as great as a simple sum of their chances: Two characters each with a strength of 12 would have a 1-4 (on d6) chance together, while two characters each with strength of 16 or better would automatically be able to open such a door.

Or, the chance might not be quite that great if the DM reasons that the individual characters can't each apply all the strength at their disposal (for lack of good balance or leverage), so that perhaps the chance for two 12-strength characters would only increase to 1-3, and the pair of 16-strength characters might have an 80% or 90% chance (or at least something short of guaranteed success). If you want to get *really* particular, it would be more efficient for characters to work in tandem against a door that pushes open rather than one that is pulled.

The procedure used will vary according to the circumstances and the surroundings — and in cases where it isn't a matter of life or death for that door to be opened in the next round of action, it often doesn't really matter what the *exact* chance of success might be. A good DM won't make a big thing out of it if two characters want to "attack" a door at the same time, unless there's something really important about the door — or behind it — in which case the door would generally already be locked or magically sealed to prevent it from being breached by strength alone.

* * *

What is the chance for climbing walls, etc., for non-thieves?

The same chance thieves have of knowing spells or possessing 18/00 strength: none. (I can hear all the fighters saying, "But I can hide in the shadows. Watch this!" Even though the thief abilities have rather unimpressive, mundane names, they are indeed *special* abilities and can be successfully performed only by someone who has had, and continues to take, training in the thief profession.

In a standard AD&D campaign, there can be no deviation from this rule — and it is a fact of "life" as much as it is a rule of the game. Only thieves can employ abilities described as unique to that class, just as clerics can do only what clerics are described as being capable of. This is obvious, necessary (from a playability standpoint), and logical as well; it takes a great deal of introductory training — *specialized* training — for a character to attain adventurer status (first level), and continuous review and training in the chosen class(es) if one is to rise in levels. The practice of an adventuring profession is a serious matter, often even a vital one, and each profession demands of its adherents all the interest, energy, and effort they can muster. Any DM who settles for less than this attitude from player characters and still allows them to rise in experience levels as if nothing was amiss is doing the playing group and the game a disservice.

In extraordinary circumstances or for the sake of experimentation, non-thief characters with exceptionally high dexterity might be allowed a chance of successfully performing certain thief-like abilities. This mutates the adventure or campaign, and this fact should be understood by the DM and all the players: what they're playing isn't an AD&D game any longer. But it might be interesting if, for instance, any non-thief with a dexterity of at least 16 (and any monsters with the same trait) was given a small chance to use that dexterity similar to the way the ability benefits a thief. In this hypothetical system, the "dexterity benefit" would only apply to those thief abilities that allow bonuses for high dexterity: picking pockets, opening locks, locating/removing traps, moving silently, and hiding in shadows. The percentage chance of success for a non-thief to perform a certain function would be a constant, related only to the character's dexterity and not to his or her level of experience. The percentage chance for success is the same as the number given as a bonus on Dexterity Table II (Players Handbook, page 12), and success is only possible when a number is given. Thus, a non-thief with 16 dexterity would have a 5% chance of using the *opening locks* ability, but no other thief-like abilities, and a non-thief would need 18 dexterity to have any chance of *locating/removing traps*.

In no case could it be justified for non-thieves to have the ability to *climb walls* using this same reasoning, however. First of all, the ability has no direct relationship to dexterity, or else it would be listed in Dexterity Table II. Second of all, climbing walls is a thief's bread and butter, his claim to fame, the one thing even a first-level thief can do with a decent chance of success. It stands to reason that a large portion of the thief's training goes into acquiring this ability in the first place; it isn't something a fighter-type can pick up over a weekend of rigorous wall-clutching. Climbing walls is like riding a unicycle: It takes forever to learn how, and once you learn the basics you don't ever get a whole lot better at it than you were when you started. Most people (except for thieves and diehard unicycle riders) will give up after taking a few spills, when it becomes apparent that the bumps aren't worth the benefits.

* * *

Can a two-classed fighter-cleric use edged weapons and mix the use of these with the use of clerical abilities (spells)? If this is not allowable, does that mean a two-classed character must follow the conditions of the more restricted class with regard to

the use of certain weapons, the wearing of certain armor, and other particulars?

In essence, being a character with two classes means you can do different things at different times, which makes "double duty" desirable for some players and their characters. But two-classed characters (always human) can't legitimately mix the abilities and benefits of different classes at the same time the way multi-classed (always non-human or semi-human) characters can.

Like it says on page 33 of the Players Handbook, "restrictions regarding armor, shield, and/or weapon apply with regard to operations particular to one or both classes." From that statement, and the example that follows it concerning a two-classed fighter and magic-user, we can see that the intent of the rules is to keep the class functions separate. The result is that a two-classed character must be played quite a bit differently than a multi-classed character who is practicing the same professions.

A fighter-cleric wielding an edged weapon can't successfully cast a spell, turn an undead, or perform any other cleric-type action. If the character wants to be able to hold a weapon and act as a cleric at the same time, it must be a weapon clerics are permitted to use. A fighter-MU can "carry (but not wear) armor and weapons not normally usable by magic-users," according to the Players Handbook.

Thus, a two-classed fighter-cleric ought to be allowed to carry (but not hold) an edged weapon and still use clerical abilities: It would be okay for the two-classed fighter-cleric to keep a sword at his belt and turn an undead, for instance— but if he tries to do the same thing with a sword in one hand and a holy symbol in the other, he'd better be ready to use that sword. A fighter-cleric carrying more than one weapon but not holding any particular one at a given time can perform as a cleric as long as one of the weapons he carries is permitted to clerics, and as long as that particular weapon is the one (if any) being drawn or wielded.

Are all of the attributes having required minimums to be construed as "principal attributes" for that class with regard to two-classed characters?

Yes, with two exceptions. For the purpose of determining whether a character is eligible to take up a second class, principal attributes for each class are considered to be these: cleric, wisdom only; druid, wisdom and charisma; fighter, strength only; paladin, everything but dexterity; ranger, everything but dexterity and charisma; magic-user, intelligence only; illusionist, dexterity and intelligence; thief, dexterity only; assassin, dexterity, intelligence, and strength; and monk, everything but charisma and intelligence.

This includes every ability for which a required minimum is given, except for the fighter's constitution, which must be at least 7, and the magic-user's dexterity, which the Players Handbook says must be at least 6. The first exception is made because "The principal attribute of a fighter is strength," but constitution isn't mentioned in the same sentence (PH, page 22). A "minimum dexterity of 6" is required for magic-users (page 25), but this is superfluous, since a character with a dexterity of 5 or lower is always a cleric (page 11).

Note that the principal attribute(s) for each class may include abilities in addition to those that apply toward a bonus to earned experience. To limit the definition of "principal attributes" to only those abilities that pertain to the experience bonus would make the system unbalanced and unplayable — unbalanced because then it would be easier to become a two-classed paladin than a two-classed ranger, and unplayable because the assassin and monk never get an experience bonus, and so by this definition would not have any "principal attributes."

* * *

If a follower gains a higher level than his master, does the follower continue to serve? Can a follower who has reached the

proper level gain followers of his own? If so, are they under the control of the master or the master's follower?

The relationship between followers and their master is, on a smaller scale, similar to the relationship between clerics and their deities: So much depends on how the roles are played, and on the particulars of each campaign, that it's impossible to dictate in a set of rules how one side of the relationship will interact with the other.

With regard to followers and when (if ever) they stop being followers, a few general statements may be risked:

If a follower ever gains an experience level equal to or higher than the master's — and the DM has been fair about awarding experience when it is deserved — then the master probably brought about the "role reversal" by not actively adventuring or in some way causing a delay in his or her level advancement. Human (and humanoid) nature is such that a follower who gets close or equal to his master in powers and abilities will think about striking out on his own, and sooner or later he'll try to do something about fulfilling that desire.

Maybe the master will opt for a pre-emptive strike, hoping to subjugate or vanquish a follower who looms as a threat to the master's power and authority.

If a follower remains subservient to his master while both the master and follower keep rising in levels, it's possible to develop a hierarchy of followers beneath other followers, all of them ultimately beholding to the master who originally became eligible to have followers.

In any sort of master-follower relationship, it isn't possible for the boss to "control" his followers the way you control an undead (or vice versa). A follower's allegiance to his master may be strong, but it can't be expected to remain unshakeable for an indefinite length of time unless those who aid their master's cause are given credit (power and/or other rewards) when credit is due. And followers are just like you and me: the more they get, the more they want. . . .

How can the level of spell use be determined for a paladin or a ranger? Is a ranger required to carry a spell book? Do druids, bards, paladins, or rangers gain bonus spells for high wisdom?

An 8th-level ranger or a 9th-level paladin begins using spells as a caster of the 1st experience level in the appropriate class. When a ranger reaches 9th level, he or she will operate for spell-casting purposes as a 1st-level magic-user or a 2nd-level druid, depending on which category of magic is employed. The "level of casting" for paladins and rangers increases by one each time the character gains a new experience level, so that a 20th-level paladin would cast spells as a 12th-level cleric and a 17th-level ranger would have the spell-casting ability of a 10th-level druid and a 9th-level magic-user.

Is this fair? Sure — a whole lot more fair than the other obvious alternative, which would be to let a 9th-level paladin (for example) cast spells as a 9th-level cleric, by equating actual level with spell-casting level. This just doesn't make sense, in terms of game balance or for so-called realistic reasons. The Players Handbook describes the spell ability of both rangers and paladins as "limited," and the charts on pages 24 and 25 illustrate many of the ways in which that ability is so limited. One restriction not specifically mentioned is the one suggested above, "limiting" the effective level of a spell-casting paladin or ranger to the number of "spell-casting levels" the character has attained. This certainly follows the intent of the rules, and is logical and playable.

Yes, a ranger needs a spell book to cast magic-user spells, and mistletoe to make effective use of his or her druid spell ability. And a paladin won't get far as a caster of cleric spells without a holy symbol. The rules and regulations on how (and whether) spells are acquired and cast must be met for the spelt-caster, regardless of class, to make the magic work.

The druid class should be allowed bonus spells for high wisdom, because it is a sub-class of cleric and thereby entitled to the bonus, the same way that the ranger and paladin can

have exceptional strength since they are fighter sub-classes. But, bards should not be allowed bonus spells for high wisdom, first and foremost they are never truly members of that class. Second, nothing in the Players Handbook indicates that a bard was intended to get this bonus. Any bard needs a wisdom score of at least 15, so if the wisdom bonus were meant to be taken into account, every bard would start off with three druid spells — more than some 1st-level druids are capable of having.

Because they're not actually druids or clerics, rangers and paladins don't get bonus spells for high wisdom. As with the bard, their wisdom requirements are so high that any paladin or ranger would automatically get bonus spells upon acquiring spell ability, making those characters much more magically powerful than they deserve to be. Paladins, rangers, and bards should be allowed to cast their spells with a 0% chance of failure, just as a cleric or druid of equally high wisdom would — but that should be the only way in which wisdom affects spell-casting for those three classes.

The ranger's intelligence does, however, have an effect on how many magic-user spells he or she can learn. High intelligence doesn't give any direct benefit in the number of spells a character can use at one time; that ability, even for magic-users and illusionists, is tied to level of experience and not intelligence. Instead, intelligence is a measure of the character's capacity to learn a certain spell and store a certain number of such spells for future reference.

The rules state that a ranger "must check as to which spells he or she can learn, just as if he or she were a magic-user" (PH, page 25), and it follows that rangers would also abide by the minimums and maximums regarding how many spells can be learned. A 9th-level ranger with minimal (13) intelligence will have a 55% chance to know any particular 1st-level magic-user spell, and will be able to compile a repertoire of no fewer than six and no more than nine 1st-level spells — but the character can still only memorize (and later employ) one spell at a time.

How do racial limits apply to multi-classed characters?

The same way they apply to everybody else: absolutely. Experience points are always divided evenly between all the professions of a multi-classed character, even if the character is not able to attain a higher level in one or more of those classes because of race. A half-orc cleric/assassin could become a high-level assassin, but would never achieve clerical expertise of higher than 4th level. A single-classed assassin needs 6,000 experience points to rise from 4th to 5th level, but this half-orc actually has to earn 12,000 experience points to get credit for 5th level, because half of everything he gets must go toward paying his dues to the cleric class. (Only a half-orc can be smart enough to be an assassin and still dumb enough to want to be a cleric at the same time.)

* * *

When a character has one ability score low enough to be "forced" into a class, what happens if the character's other ability scores are not high enough to qualify for that class?

Either you're rolling cursed dice, or the DM is using a strange, special system for generating ability scores. In either case, the most obvious solution is to crumple up the piece of paper with those six terrible numbers on it, take a fresh sheet, and pretend that character never happened.

How and why would a player get in this kind of predicament to begin with? The player decides (in most character-generation systems) which ability to assign to which number — so why would anyone knowingly saddle a character with a super-low score (one of those "here or lower" numbers) and thereby commit that character to a class it is not qualified for? If you're unlucky enough to roll a 3, 4, or 5 for an ability score, your choices become a lot more limited — but there still are choices. Assign the lowest of your six scores after you've figured out what to do with the highest rolls, not the other way around.

Are demi-humans able to manufacture magical items?

Yes, of a wide variety of types, though not as many as humans are able to make because of the demi-humans' limited ability to climb in class levels. Halfling, gnomish, half-elven, elven, and dwarven clerics of 5th level and above may make holy water with the proper materials, as outlined in the Dungeon Masters Guide. Gnomish, elven, and dwarven clerics of 7th level or above may inscribe scrolls of clerical spells of up to the 4th level in power. Half-elven and elven magic-users, with the aid of an alchemist, may make magic potions of many sorts at 7th level and above; they may also inscribe magic scrolls with spells of up to the 4th level (for 7th or 8th level half-elven magic-users) or 5th level (for elves of 9th-11th level in magic-user ability). Protection scrolls may also be inscribed. Half-elven Archdruids can, of course, make any druidical magic item.

Beyond this, what can be done? Dungeon Masters might wish to consider the following possibilities. Grey elves (faerie) are supposed to get a +1 on their intelligence scores, bringing their maximum intelligence up to 19. Could these elves perhaps also reach the 12th level of magic-user ability with a 19 intelligence? At that point, they could manufacture a number of other magic items, particularly those with a number of charges that are expended with each use of the item but may be replenished later (wands, staves, spell-storing rings, and so forth).

Yet it would appear, from some comments in the DMG (p. 116), that demi-humans are sometimes capable of making items with permanent dweomers. A Dungeon Master could declare that a demi-human cleric who reaches the highest possible level is able to invoke the favor of his or her deity to permanently enchant certain items, in the same way as normal clerics of 11th level or above, or druids of 13th level and above. The range of the items that could be so enchanted might be limited so that the items would be oriented toward the needs and capabilities of that race (as the *Cloak of Elvenkind* and

Boots of Elvenkind are appropriate to elves, and the *Dwarven Thrower +3 Warhammer* is appropriate to dwarves). Elven cleric/magic-users might be able to make a wide variety of items in this way, such as magic swords, bows, spears, arrows, armor, shields, daggers, helms, and any other such item as appropriate to the use of elvenkind. Dungeon Masters could declare some items as not being the sort elves would want to make, either because of cultural concerns (elves do not generally use axes or tridents) or because those items are beyond their ability to make (Wish rings, for example).

Gnomish cleric/illusionists might make and enchant items of illusionist nature (daggers, rings charged with illusionist spells, certain wands and amulets) of temporary or lasting nature; other gnomish clerics or fighter/clerics might make magical axes, hammers, armor, shields, daggers, short swords, and missile weapons. Dwarven clerics or fighter/clerics would make the same sorts of things gnomish clerics make. Halfling clerics and druids do not achieve as high a level at their maximums as do the other demi-human races, so it may be conjectured that their magic items would not be as powerful, but DM's might want to investigate the possibility of some minor magic-item creation appropriate to halflings in general.

Some excellent resource material for figuring out what sorts of specialized magic items a certain demi-human race could make may be found by looking over the description of the particular pantheon that race worships. What sorts of weapons, armor, and items do their deities use? One could simply develop scaled-down versions of the gods' major weapons and equipment and define those as items able to be fabricated by demi-human spellcasters. Halfling druids who worship Sheela the Wise (issue #59 of DRAGON™ Magazine) might use permanently enchanted shillelaghs or amulets that store *Entangle* spells; dwarven clerics of Dumathoin (issue #58) might have amulets that duplicate the functions of *Wands of Metal and Mineral Detection;* Aerdrie Faenya (issue #60) could have elven followers with rings of *Feather Falling* or *Avian Control;* and gnomes who are clerics of Segojan Earthcaller (issue #61) could have enchanted crystals that would summon (on a one-time basis) a *minor* earth elemental for assistance. In any event, Dungeon Masters should try to keep such magical items relatively rare; DM's should also note that demi-humans will not want to sell or give away their magic items and will fight to keep them. Only in extraordinary circumstances, such as for acts of great heroism or deeds that greatly benefit a particular race, will demi-humans even consider giving away a magical item.

* * *

How does one make or acquire "elfin chainmail"?

Elfin chainmail is a special type of chainmail armor that is much lighter and stronger than normal, and allows greater freedom of movement. It is made exclusively by elven armorsmiths of above average ability, who keep certain aspects of its manufacture secret for a number of reasons. Even were its manufacturing process better known, duplicating elfin armor would prove very difficult for most armorers.

What little is known about making elfin chainmail is that the links of the chainmail are much thinner and smaller in diameter than usual. The metal from which elfin chainmail is made is apparently an alloy of high-quality steel and mithral, a rare and valuable metal of bright silvery color. In the process of making the alloy, the elven smiths add a special substance to the molten mixture to cause the metal to be harder; the nature of this substance has never been identified, since it is either completely absorbed into the metal in the smelting process, or somehow destroyed. Not even magical devices appear to be able to determine the nature of this substance. At any rate, the presence or after-effects of this substance also make the alloy impervious to enchantment, no matter how powerful the spell.

Elfin chainmail is linked together in an exceptionally intricate

fashion; the pattern of the interconnections of links changes from place to place across the armor, so that certain general designs may appear. One suit might seem to have a tree-like design on the chest, another might have an abstract pattern of criss-crossed lines, another might have sunburst designs on front and back. The intricacy of the links is another reason (aside from the nature of the alloy itself) for the armor's strength. It appears that only elves, because of their passion for complexity and appreciation of artistic beauty, are able to properly fashion the armor in this way.

It takes twice as long as normal to make a suit of elfin chainmail (90 days instead of 45), and may take even longer than that if the maker desires a particularly complex design for linking it together. Only 25% of all elven smiths are able to fashion elfin chainmail, the rest being occupied with making other sorts of armor (ring mail, scale mail, etc.) or being of lesser ability. Making elfin chainmail requires the full involvement of the smith and many years of study as well; player character elves, even those with exceptional characteristics and backgrounds as smiths or armorers, are not able to make elfin chainmail though they could make some minor repairs on it if necessary. Player character elves could, however, obtain such armor as a gift for extraordinary services rendered for the elven people; it is considered a great honor to have a suit of mail made, and some elves who own magical but human-made chainmail will prefer to use elfin chainmail instead.

Dungeon Masters who like to start out characters with some minor magical item could offer elven characters an elfin chainmail suit instead, though evil elves would not be able to receive this benefit. Non-elves are not given elfin chainmail by long-established tradition, and it is never sold. Elves regard it as an artistic treasure as well as an expression of appreciation and distinction; selling it would cheapen its social and cultural value. Most non-elves are not able to wear elfin chainmail anyway, since they do not have the proper build and size to fit an already made suit, though some thin and light humans and a few large tallfellow halflings might possibly be able to fit into it. Elves would not appreciate seeing a non-elf wearing elfin chainmail, however, and might believe the wearer got it by killing or robbing the previous owner.

Elfin chainmail weighs about 15 pounds, allows movement at normal speed (up to 12"), and is regarded as non-bulky; its weight is very evenly distributed over the body and limbs. A thin layer of underpadding is required, usually made of tough but soft materials carefully woven to permit free movement and good ventilation. Special small helms are usually worn with it, and these take about a week each to make properly (including decorations, engravings, and so forth).

* * *

Why are elves unable to become rangers? Why do half-elves have limited ranger abilities? Shouldn't sylvan elves have ranger-like talents? How are certain of the elven deities able to have ranger fighting abilities if their subjects do not?

These questions are all interrelated to some degree, and are some of the most-asked questions about elves in general. The answer to all of them lies in the nature of the ranger class.

Rangers developed among humanity as a response to the presence of the giant-class humanoids as direct competitors for food, living space, and power within the worlds governed by the laws of the AD&D™ game. The deities of humanity saw fit to encourage certain persons to take up roles of guardianship, in essence entrusted with the safety and security of the human race. Rangers are intended to be self-reliant, strong, hardy, and possessed of the wisdom and intelligence to fully appreciate their roles as guardians. They operate in outdoor environments by and large, thus being familiar with normal woodcrafts like tracking, hunting, and camping. Rangers develop skills related to stealthy movement, spying, and so forth, so they may better

serve as scouts, keeping tabs on local humanoid groups in the wilderness and in so doing, keeping their home communities and allied settlements informed of all happenings.

Tracking, however, does not a ranger make. One of the facts of life about being a ranger is that rangers are going to be on the hot spot, in the middle of some very savage fighting, on a fairly frequent basis. Humanoids don't like having humans around them, much less having humans spy on them; furthermore, rangers, in their roles as scouts, are somewhat more vulnerable since they prefer travelling in smaller groups. It is forbidden for more than three rangers to travel together, because when this happens rangers interpret this as meaning that they are leaving some other place undefended, and they will immediately try to spread out and cover the widest area possible. On top of this, rangers have (from their upbringing and studies) an intense dislike (to put it mildly) of all evil humanoids. Rangers are not just taught how to live off the land; they are taught to kill, and kill efficiently and quickly. They learn the vulnerable spots giant-class humanoids have, the ways in which they fight and wear their armor, and the best way to do battle with them so that the ranger, and not the humanoid, is still standing afterwards.

No bones are made about this; some rangers are fond of describing their jobs as "going to exotic places, meeting interesting creatures, and killing them." However, it is understood that the purpose of combat is not to make oneself rich, famous, or fearsome. Combat is fought only if it cannot be avoided; humanoids, though, offer all sorts of opportunities for combat with their distinctly aggressive and often sadistic policies toward humanity. Rangers are therefore "on call" at all times in the defense of their homes, communities, and nations.

Elves, regardless of how they feel about humanoids, do not make good rangers because their empathy for life and living things runs counter to many of the teachings that rangers must absorb and learn to use. Elves put a lot of emphasis in combat on *style*, and cannot rid themselves of their distaste for killing any creature, even evil ones and even when it's necessary for one's own protection (though they are still perfectly capable of fighting and killing, too). Rangers, whether lawful good, neutral good, or chaotic good, all share a high degree of dedication to their cause (from their loyalty to humanity as a whole, if lawful good, or from their personal standards, if chaotic good); elves see such intense commitment as grievous to a carefree and cheerful spirit. But elves appreciate rangers, because rangers regard them as allies and will usually try to help elves just as they help humanity.

Half-elves may become rangers since they usually inherit at least part of their human parent's viewpoint on life, watering down their elven attitudes considerably. They don't gain the high levels humans do as rangers because they are slightly smaller and less effective in hand-to-hand fighting, and because they still have some of their innate elven distaste for bloodshed in them.

There doesn't seem to be any particular reason why elves, especially sylvan elves, shouldn't have a knowledge of how to track wild game. Human or elven player characters with secondary skills of Forester, Hunter, and possibly Trapper might reasonably be allowed a limited skill in tracking animals or persons, around 20-50% in accuracy, in outdoor (and maybe indoor) environments. But the other skills rangers have would not necessarily apply.

Finally, some elven deities have ranger talents because their ageless experience and spheres of interest make this possible. Gods do not operate by mortal rules; they make themselves proficient with whatever talents they deem necessary for them to best operate according to their respective viewpoints. For this same reason, gods may have high levels of experience in numerous character classes, though mortals are quite limited in the number and levels of proficiency they may achieve in their own classes. One cannot measure a god's power with a mortal's yardstick.

Solid answers to astral questions

by Roger E. Moore

Since the article on "The Astral Plane" appeared in issue #67 of DRAGON™ Magazine, a number of people have written to me or to Dragon Publishing Magazine with questions and suggestions concerning AD&D™ adventuring in astral space. Some additional thoughts on the subject have come to me as well; this edition of "Sage Advice" concerns the Astral Plane and various aspects of getting around thereon.

A few things need to be said before the questions start coming. First: the thank-you's. A number of people helped produce the original article on the Astral Plane and should be recognized. Georgia Moore, Marc Cocherl, and Neal O'Koon proofread and reviewed the original draft; Neal got me to clarify the wound-recovery problem in astral space. Norman Moore suggested some aspects of magical item alteration that were incorporated into the article. Kim Mohan did a superb job of editing and clarifying the material, and Gary Gygax's comments and additions to the article were much appreciated. Thank you all.

Second: my sources. Putting the Astral Plane article together was difficult, since so little material on that environment was offered in the rule books. Most of the material in the article was extrapolated from the Dungeon Masters Guide, the DEITIES & DEMIGODS™ Cyclopedia, AD&D Module Q1 *(Queen of the Demonweb Pits)*, and from some research I had been doing in graduate school on the effects of weightlessness.

Third: the reason this follow-up article was prepared. Comments sent in to Dragon Publishing or to me were greatly appreciated, and went a long way toward further clarifying and making more logical and workable the current "astral model." Thanks to the following readers in particular: Nick Bennett, Brian Cluggish, Scott Grady, Peter Hare, Robert Konopelski, Joe Listopad, Steve March, Jeff Naiman, Russell Pflughaupt, Robert Stockdale, and Robert Weisberg.

The questions have been arranged by topic, much in the same way the original article was divided. Some general comments have been added as well where appropriate.

General Topics

Does the Astral Plane contact the Elemental Planes?

Not as far as can be told from the literature. It was pointed out by a questioner that if spell-users could summon walls of stone on the Astral Plane (as well as poison gas, water, and fireballs), then why not let them bring elementals as well? This was a hard point to resolve; it was assumed that the former sorts of spells do not necessarily draw power from the Elemental Planes, and that in casting such spells as *wall of stone, fireball*, etc., the spell caster is spontaneously creating material from nothing.

Others may point out that there are at least two known types of elementals — aerial servants and invisible stalkers — known to roam astral space. It could be conjectured that they got there by being summoned to the Prime Material Plane and then sent into astral space on some mission. They might also have been *gated* to astral space by their respective rulers on the elemental planes. Taking a cue from Module Q1, however, it appears that the elemental-conjuring spells are not powerful enough to bring elementals to the Astral Plane directly from their home planes. A spell caster might try to develop a different type of elemental-summoning spell that attracts elementals who happen to be on the same plane as the summoner (this would be good for getting aerial servants and invisible stalkers to come to you astrally) — but the referee should consider the possibility that such a spell would actually enrage the summoned creature if it saved against the spell, making it very likely that the creature would then seek out and attempt to slay the summoner.

If a spell caster just *has* to have an elemental on the Astral Plane, then a magic-user could summon an invisible stalker on the Prime Material Plane and command it to follow him into astral space while he uses some other means (spell, psionics, device, etc.) to get there. Or, characters could cast a *gate* spell, linked directly with the Elemental Planes (and the rulers thereof), and then could try to negotiate for the temporary use of an elemental or two. This could obviously be very expensive, as well as incredibly dangerous, so it isn't recommended.

In most cases, if an elemental is to be conjured, there must be a medium at the place of summoning in astral space appropriate to the type summoned (a water sphere for water elementals, stone or earth for earth elementals, or flame for fire elementals). Only air elementals would require no special medium to move through; they can travel naturally through astral space, just as aerial servants and invisible stalkers do.

* * *

How does one drink potions in a weightless condition?

Inventive characters can come up with many ways of circumventing the problems of weightlessness (see Gary Gygax's excellent suggestion for write spells in DRAGON #67.) Using normal potion bottles can be time-consuming, since the liquid contents will not naturally flow out of them all at once unless one shakes the bottle like we normally shake ketchup bottles; unfortunately, shaking a bottle makes it hard to drink the potion at the same time, and too much liquid may flow out at once, making the user choke. This may be simulated by stipulating that someone using a regular potion bottle needs 1-4 rounds to get a full dose of the fluid, and there is a 5% chance per round of drinking (non-cumulative) that the drinker chokes and loses all the potion's effects.

Squeezable bottles may be invented, similar to those used by astronauts and cosmonauts nowadays, so that the rate of flow of the liquid within can be controlled by the drinker. Potion drinking would take only one round, as usual, if such a bottle was used. Other systems might be devised involving straws, syringe-like pumps, and so forth, that would work just as well.

* * *

How is it possible to drown on the Astral Plane if characters do not need oxygen? Experiments have been conducted recently in which creatures have had one lung filled with water with no ill effects, and some animals have been fitted with artificial gills to enable them to breathe water easily.

For purposes of this model of the Astral Plane, it is assumed that astral characters do not need to breathe in order to stay alive but they must have their lungs clear of foreign material and exposed to the astral medium (the "air" of astral space.) The initial entry into astral space is sufficient to cause one's lungs to be filled with this medium, and from then on breathing is unnecessary. But if water gets into an air-breathing character's or creature's respiratory system, it will evenly coat (in this weightless environment) all of the system's air passages and prevent the astral medium from providing its life-sustaining qualities.

* * *

Okay, if you can drown on the Astral Plane, then can you prevent it by holding your nose?

This is assumed in the action of the saving throw vs. breath weapon to keep from drowning; success means the character was able to cover his/her nose and keep the mouth shut.

Inventive characters may develop nose plugs, but it is still suggested that a roll of 1 as a saving throw be a failure, indicating that the nose plugs came loose or fell out, or something else went wrong mechanically. Goggles would similarly help prevent blindness for someone caught in a dig spell's effects, but a saving throw of 1 would indicate that a piece of dirt found its way past the goggles, or whatever. Nothing's a sure thing.

* * *

Are people able to talk in astral space?

Yes. All one has to do is inhale the "air," or astral medium, and then speak normally while exhaling. Normal conversation can be heard up to 60 feet from a speaker, and shouted commands can reach 240 yards. The environment is permeated by a sound-deadening effect, resulting from the lack of anything to produce echoes and amplify the sounds made, so astral space seems abnormally silent. If one wanted to get complicated about it, one could set up rules which specify that the direction a speaker is facing makes a difference in how well he is heard, but this seems like too much work.

* * *

How are psionics and psionic powers affected by travelling the Astral Plane?

See DRAGON #67 for comments on *astral projection* and *probability travel*. As for other disciplines, *body equilibrium* affects the user as per a *feather fall* spell; *cell adjustment* allows healing astrally; *mind over body*, *suspend animation*, *dimension walk*, and *etherealness* have no effect if used astrally; and *teleportation* is described further as per the spell *teleport* in DRAGON #67 and in this article. All other psionic attacks, defenses, and disciplines function as normal or as similar magical spells do, as described in the original article. Psionic strength points are recovered at a varying rate, as follows: points recovered during hard exertion (fighting), none; when moving by mental effort, 6 pts/hour; when "floating" without thinking of moving, 12 pts/hour.

Astral Encounters

What other races of spell casters besides human may be encountered?

Very few. Elven wizards (11th-level magic-users) might be discovered using an *astral spell* from a scroll, but no demi-human clerics or spell casters of other sorts would likely be found. The DM may have an encounter take place with a party of NPC's that includes a 7th-level gnome illusionist (possibly multiclassed) who successfully used an *astral spell* from a scroll of illusionist spells. A party might also meet a high-level thief (10th or greater) of any race except half-orc, who also used some scroll spell to be taken to astral space, with or without partners. For all practical purposes, assume that 95% of all spell casters responsible for bringing a group to the Astral Plane are human. The other 5% may be set up as special encounters as the DM chooses, along the examples given above.

* * *

It was mentioned that insanity might be present in "special" encounters involving persons lost in astral space. How would this work?

In a way, floating around in the Astral Plane can be described as a form of sensory deprivation. There is little to look at, nothing to hear but oneself (if alone), and nothing to do if one is lost. Time becomes meaningless, and a second passed may seem like a year (or vice versa). If a lost NPC is encountered, he or she will be insane if a saving throw vs. magic (including wisdom bonuses) is failed prior to the encounter. Lost player characters, for simplicity's sake, are assumed to be immune to the insanity-producing effects of astral space, though the conditions may certainly make them uncomfortable. The most common sort of insanity found in lost astral travelers would likely be catatonia (as per the Dungeon Masters Guide).

* * *

What about lycanthropes?

Whether an NPC is a lycanthrope or not is up to the DM. However, lycanthropes will find it impossible to assume animal shape in astral space (there's no natural darkness), and will appear completely human if met.

Astral Traveling

When a cleric travels the Astral Plane, can his or her holy symbol be brought along without a magical aura being placed upon it?

No, unless the holy symbol itself is enchanted and has magical powers of its own. However, a cleric could cast a simple spell like *light* upon the symbol, which in essence causes it to radiate a magical aura and will allow it to be brought into astral space.

* * *

Can astral characters who are "adjacent" to another plane be seen by other inhabitants of astral space who are not "adjacent" to the same plane?

Yes. It would work something like this: Suppose a group of astral travelers is "adjacent" to an Outer Plane, looking it over. Approaching behind them is a shedu. From the shedu's viewpoint, the characters appear normal, except that they are slightly out of focus in its vision (since they have moved into the "borderland" between the planes). The characters will also appear to be looking around, viewing something the shedu cannot see since it is not also "adjacent" to the other plane.

The characters, if they turn around, will be able to see the shedu in the Astral Plane "behind" them, as well as get a further glimpse of the surroundings on the Outer Plane to which they

are "adjacent" (something like a double exposure on a piece of film). The shedu and the characters may interact, but neither will be able to affect any inhabitants on the "adjacent" Outer Plane unless certain special spells are used. A medusa, if one were present on the Outer Plane the characters are viewing, would be able to see the characters and attack them but could not see or attack the shedu.

Any area in astral space considered "adjacent" to another plane appears indistinguishable from any other area of the Astral Plane. Only the spell caster who initiated the traveling can find such a place. Any plane touching the Astral Plane may have several or many "adjacent spots" from which it may be entered from astral space.

Movement and Combat

If a magic-user has a familiar, how fast can the familiar travel astrally?

Familiars (but not pets) are assumed to be able to travel at a velocity based on the magic-user's intelligence if they are within 12" of the magic-user; beyond that range, they move at a rate based on their natural intelligence score. A minimum score of 2 (for a 2" movement rate) is suggested, even for a creature type of *animal* intelligence, since the Players Handbook says familiars are "abnormally intelligent."

* * *

If an astrally projecting character is wounded but survives to come back to his or her material body, is all the damage taken removed?

No. The psychic trauma of being wounded will still be present; though the material body will be unharmed, the person will appear exhausted and may possibly have sympathetic or imaginary pains in the parts of his or her body that received the wounding. Normal recovery times apply, and magical spells or potions may be used to restore lost hit points.

* * *

Shouldn't the initial penalty of -6 "to hit" on missile fire (because the archer is not initially used to shooting without having to account for gravity) be removed after it is suffered just once, to reflect the archer's sudden realization that all he has to do is aim at a target directly?

This good point was made, in one way or another, by several persons. The rule stated in the original article should still apply to all attacks made with thrown weapons; one will always have the penalty initially, and even after compensating for it will have to re-learn how to compensate each time the Astral Plane is re-entered. (Perhaps a few practice sessions at throwing things would be in order right after one enters astral space.) Slings are also governed by this rule.

A modification to the rule may be made for all types of bows and crossbows that permit direct missile fire. Immediately after entering the Astral Plane, a person who is familiar with archery (who has taken a bow or crossbow as a personal weapon of expertise) rolls 3d6; a result equal to or less than the character's intelligence score indicates that the character already realizes the weightlessness of the plane will change the path of arrows or bolts to a straight line; the first missile such a character fires will have a -2 "to hit" penalty, but the rest will be fired as normal.

Would-be archers who fail the roll vs. intelligence will automatically miss any target over 60' distant on the first attempt to hit it. However, with each subsequent missile fired, the archer or crossbowman may again attempt to roll intelligence or less on 3d6, and if successful will have a -2 "to hit" on the *next* missile fired, and then make all future shots at normal "to hit" odds. (Again, a little target practice at first couldn't hurt.) One character may forewarn another about the adjustments, so the

second archer won't need to do an intelligence roll; the procedure of firing the first missile at a -2 "to hit," however, stays the same. Once this difference in missile fire is learned, an archer does not need to make any further intelligence rolls upon re-entering the Astral Plane, but will always shoot the first missile he fires on that plane at -2 (while "learning" the procedure first-hand over again).

* * *

Since any missile in astral space will follow a straight-line path without slowing down, shouldn't the maximum missile ranges be extended to infinity, or at least to "as far as the eye can see"?

It's true that missiles will have infinite range; they can (and perhaps do) travel "to infinity." But the probability of hitting *a* target — which is what missile firing is all about — at long ranges is extremely low; it approaches zero much sooner, and much more rapidly, than the missile approaches infinity.

The smallest fraction of error in aiming at a very distant target can produce a complete miss. Imagine having a rifle in outer space and being told to shoot at a 5-foot-diameter target one mile away. You can see that far, and a fired missile would certainly travel that far, but the slightest error in your aim means that you miss. Doubling the maximum missile ranges seemed like a fair way to extend missile fire without failing to account for the loss of accuracy. The chance of hitting anything (unless it is *really* big) at a distance greater than the double-distance long range (as set forth in the original article) should be considered very small — too small to be worth bothering about.

But . . . if some magic-user were to invent, perish the thought, "smart arrows" that track a target by its innate intelligence, or some *wizard eye*-like guidance system, well . . . let's let that possibility go for the time being.

* * *

Since all movement depends upon simply thinking about moving, couldn't a character dodge a blow by literally thinking himself out of the way?

Not really; the ability to dodge blows in this fashion is subsumed in the normal armor class adjustments involving dexterity. The higher dexterity one has, regardless of intelligence, the better one's nervous system is at responding to mental commands to move. (Think of dexterity as analogous to reaction time.) One astral character could "swoop down" at another character and strike as he flew past, but unless the target character is preoccupied, he or she will get a chance to strike back, too, at normal odds "to hit."

* * *

Why is overbearing not allowed, but grappling and pummeling are? Couldn't an attempt to overbear disorient and upset the defender, sending him rolling and tossing?

The sort of attack described in the question could be done just as well by grappling. Overbearing requires that there be a surface to fight on, and gravity that will work to the overbearer's advantage. Otherwise, attacks meant to overbear will work out (in non-gravity) just like grappling.

* * *

If movement on the Astral Plane depends only on intelligence, then it would seem that a magical sword or other weapon that had ah innate intelligence would be able to move and fight just like a sword of dancing can. If this is so, then how could you determine the fighting ability of an intelligent weapon?

This question didn't occur to us during the production of the original astral article. It opens up many more questions than just the one above — for instance, could an intelligent sword be made to push treasure along? Haul unconscious party members? Fight independently, either as a sword or by making a long run at something like a spear?

Fortunately, there is a good "game" answer to the above question that also makes some sense "realistically": The intelligence of a magic weapon is not a biological intelligence that is normally accustomed to acting while being able to move independently; in contrast, characters or creatures that can and do move independently on the Prime Material and other planes *are* accustomed to acting while moving on their own, even though movement ability is not a function of intelligence in their normal environment.

Thus, magical weapons have no effective movement on their own in astral space (except for *swords of dancing*, which function as per the DMG). Magic weapons are assumed to have no sensory awareness of their surroundings except by means of whatever powers they might possess (*detect traps, detect metals*, etc.) In a word, they are blind. If such a weapon is held by a character, it may be assumed that the weapon can obtain some limited awareness of its surroundings, through the wielder's own senses, but that is all. In the AD&D adventure provided with the Astral Plane article in DRAGON #67, Fedifensor itself might have escaped its predicament if it had been able to move on its own astrally.

Magical Alterations

If magic items from the Prime Material Plane are reduced in effectiveness when taken to the Astral Plane or one of the Outer Planes, would not items made upon an Outer Plane be reduced in effectiveness if taken to the Astral or Prime Material Plane?

Sure, although there should be a limit to the reduction in effectiveness. Prime Material magic items suffer a loss of one magical "plus" when taken to the Astral Plane, and two such steps when taken to any Outer Plane. The reverse should also be true of items coming from a particular Outer Plane. If a demon prince made a +5 weapon on Plane #423 of the Abyss, the weapon would still be a +5 weapon anywhere in the Abyss, but would be a +4 weapon on the Astral Plane and a +3 weapon on the Prime Material Plane. Some interesting adventures might be arranged around magic weapons which, on the Prime Material Plane, are quite weak, but which pick up additional and unexpected powers the closer they are taken to their home planes.

* * *

Wouldn't magic items that depend on energy from the Positive and Negative Material Planes be reduced in effectiveness if taken into astral space?

Yes, but most of these effects are assumed to be accounted for in the general magic-item alterations. A *sword of life stealing, +2* would become a *sword of life stealing, +1* astrally and a non-magical sword on any Outer Plane; it is assumed that such a sword has some kind of innate link anyway with the Negative Material Plane.

Part of the problem in answering this question is that it is not clear which weapons and items, if any, get their magical energy directly from the Positive and Negative Material Planes and which do not. The question can be dropped for the present without affecting the play of the game, however.

* * *

How long does it take to recover spells for casting astrally?

The spell caster, whether praying for a spell or reading from a spell book, will find that it takes the same amount of time to recover spells in the Astral Plane as it does normally (see p.39-40, DMG), but instead of sleeping the spell-caster must remain at rest, unmoving, for the stated length of time. As mentioned in the original article, spell casters may only attempt

to gain new spells once during any single astral journey; the peculiar magical properties of the plane make it impossible for normal spell casters to gain any new spells after that.

* * *

Couldn't clerics who worship a deity who lives on the Astral Plane be allowed to recover spells more than once?

To every rule (see the preceding question) there is always one exception, and this (ahem) is one such. Clerics — but not magic-users or illusionists — whose object of worship normally resides on the Astral Plane may repeatedly recover spells while astral, though the above-stated time limits still apply for each recovery period.

* * *

How do native astral races like the githyanki recover spells they cast?

The githyanki and other native astral races who cast spells can, because they have fully adapted to the astral environment, recover any spells they use as often as desired. Visitors from the Prime Material Plane will never be able to pick up this adaptation, a wish notwithstanding. Recovery times, as described above for magic-user and cleric characters, still apply.

Specific Spell Alterations

Below are listed certain spell alterations that are further clarified or corrected from the original presentation:

Cleric spells:

Commune, Divination, Spiritual Hammer — The Astral Plane is not considered "neutral territory" to the gods, as the Prime Material Plane is. Spells like *commune, divination,* and *spiritual hammer* will not function astrally — unless the cleric's deity lives on the Astral Plane — because to succeed, they require direct intervention by the deity or a minion of the deity. The gods who inhabit the Astral Plane would take offense if such a thing were allowed to happen — so it does not happen.

Word of Recall — This spell will work on the Astral Plane — if the cleric's deity lives on that plane, and if the cleric using the spell has a stronghold on the Astral Plane as well. In such a case, the cleric may use *word of recall* to instantly move from any point on the Astral Plane to a place within the astral stronghold that has a solid "floor."

Druid spells:

Chariot of Sustarre — The *chariot* does not come from the Elemental Plane of Fire, and so can appear astrally.

Conjure Elemental — See comments under "General Topics" earlier in this article.

Magic-user spells:

Anti-Magic Shell — Magic-using creatures native to the Astral Plane may use this spell normally.

Conjure Elemental — See comments under "General Topics" earlier in this article.

Find Familiar, Monster Summoning — Note that these spells do not open an inter-planar gate, but simply attract creatures residing on or passing through the Astral Plane.

Teleport — Use of this spell, or a magic item which is similar in nature, *is* allowed if one is attempting to teleport *within* the Astral Plane to a solid surface, such as a matter island or a fortress.

Tenser's Floating Disk — The original article was in error about the usage of this spell and its after-effects; when the spell duration ends, anything the *disk* was carrying will follow a straight-line path at a constant velocity, moving at the same speed the now-expired *disk* was maintaining. ✠

Who was Baba Yaga, the magic-user lady who made the Hut artifact in the DMG?

According to David Nalle's assessment of her in issue #53 of DRAGON® Magazine (p. 32), Baba Yaga was a cannibalistic ogre-witch who dwelled in old Russia. She was chaotic evil, with all the powers of a 20th-level magic-user, a 15th-level illusionist, a 10th-level druid, and a 12th-level fighter. Her "vital statistics" were: AC 7, 24" move, 150 HP, 80% magic resistance, hit only by magical weapons, 8' in height (she's non-human), and her ability scores are S 22, I 24, W 17, D 16, C 18, CH 2. The sight of her causes *fear* in all, -3 to save vs. spell, and anyone looking into her eyes must save vs. spell at -5 or be *charmed* into doing her bidding. If her spells fail or if she's feeling especially mean, she'll attack with her two clawed hands and her fanged mouth; each set of claws does 2-16 points damage, plus 1-12 points for poison if a save fails against it, and her bite does 1-10 damage. Avoid her at all costs.

Can a Dungeon Master give away magical items in an adventure and then later say that the items operate at reduced effectiveness or have wholly new powers?

It may be that the DM had planned ahead that certain magic items would indeed change their abilities over time (a *wand of wonder*, for instance, constantly does unpredictable things), but often DMs alter magical items as a way of bringing the campaign back into order if they find they've given away some powerful items that are too tough to manage. This is not a good way of handling the situation, since it does violate the spirit of the rules, but it is one way to handle things. It would be better to set up situations working within the rules than to arbitrarily say, "Well, your +4 sword is now a +1 sword." Players will accept changes done within the rules better than if they feel (and rightly so) that they are getting rooked.

What are mithral and adamantite?

Mithral is a very rare metallic ore that has a cloudy silver luster in mined form, but when refined and made pure becomes brilliant and silvery. It is soft, as metals go, and is easily fashioned into jewelry by dwarven, gnomish, human, and elven craftsmen. However, it is primarily used in alloys with pure steel to fashion weapons, shields, and armor; mithral/steel alloys retain magical dweomers much better even than the purest iron, and they may be enchanted to +4 quality.

Adamantite is an even rarer ore that seems to come in several basic hues: brown-gold, blue-silver, and green-silver; a few cases are known of black adamantite ore (from drow enclaves). Adamantite is extremely difficult to mine because of its hardness, and must be made molten to be of any use at all. Usually only dwarves, gnomes and humans have access to adamantite, since it is found very deep in the earth and in very small quantities, though drow are able to find enough of it to make their armor and weapons. Adamantite must be alloyed with high-grade steel to be usable in making items, primarily because it is too rare to "waste" by making pure adamantite devices. Adamantite-alloyed armor and weapons maybe enchanted to +5 quality. It may be that pure adamantite can be enchanted to +6, but this is uncertain. Drow-made adamantite weapons are ruined by exposure to sunlight, because of the loss of special radiations that keep their powers operating; normally, adamantite items suffer no such problems. There are rumors that githzerai (see the FIEND FOLIO™ Tome) house themselves in adamantite fortresses, but this is extremely unlikely and is probably a rumor only; wasting adamantite on making forts is hard to excuse, and it is just not found in such quantities.

There are no commonly circulated mithral or adamantite coins; if there were, they would be almost unusable by virtue of their great cost. A 1 g.p. weight of mithral would command upwards of 50 g.p.; an equal amount of adamantite would be much more expensive than that.

Can a player character become a free-willed vampire and be played like any other player character?

No. A player character who becomes a vampire also becomes an non-player character under the Dungeon Master's control; otherwise, the character is too powerful and the game balance starts to disappear as the PC vampire vampirizes the countryside. All undead creatures should be NPCs, to emphasize the humanocentric nature of the AD&D™ game system.

In the Players Handbook it states that rangers will not congregate in groups larger than three, but in *The Lord of the Rings* by J. R. R. Tolkien this restriction does not appear.

The rangers in the AD&D game are not the rangers in Tolkien's books; granted, the two are related — but in the final analysis, AD&D rangers are different. The AD&D game, more broadly, should not be interpreted too literally in the light of books and materials not developed by TSR, Inc.; though individual DMs and players may do so if they wish, they should note that, for example, Tolkien's elves are immortal and AD&D elves are just long-lived. The AD&D system is not *LOTR*.

Can a DM award experience points to players for solving riddles, defusing traps, setting up clever ambushes, and so forth? If so, how many points should be awarded?

This is a problem for individual DMs to resolve, though I would recommend giving out experience points for such actions, since doing so tends to encourage further creativity on the players' parts. As a rule of thumb, no more than 100 experience points or so should be awarded for exceptionally clever actions; most deeds that involve solving riddles and the like would probably earn about 10-20 experience points or so.

If player characters manage to kill off every monster in a dungeon, can they then take the dungeon over for their own?

This depends upon the DM, but actually there is no reason why the characters couldn't do this. In truth, it might not be such a bad idea, from the standpoint of campaign balance; the cost involved in renovating the ex-dungeon, hiring workers, getting new materials, and so forth will eat up enormous sums of cash. Whenever the players leave the dungeon to go somewhere,

new monsters (a few) might move in if they haven't properly warded and guarded the place. Characters involved in fixing the place up won't be able to adventure for a long time if they personally supervise everything. Maybe the ruler of the dungeon had some friends from other places (maybe even from some Outer Planes) who plan to drop in sometime; they might not like seeing that the ownership of the dungeon has changed hands. Of course, there will always be the chance that things might tunnel up from below one day . . . like drow, mind flayers, troglodytes, orcs, purple worms, umber hulks — the list goes on and on. You get the idea.

In the old *Giants in the Earth* column, some of the heroes were given a percentile score for every ability of 18, even those characteristics like intelligence and wisdom that have no percentile score given to them in the AD&D rules. Why was this done?

Originally such 18-percentile scores were given as a basis for comparison; so many of the heroes and heroines in that column had ability scores of 18 that it was thought there should be some way to further differentiate between (for instance) two characters who both have 18 intelligence. Such percentile values can be easily disregarded, since they have no function in the AD&D rules.

Numerous modules refer to a game called knucklebones. How is this played in terms of the AD&D game?

See the DMG, Appendix F, for a brief description of gambling games that could be used within a scenario.

In reading through past issues of DRAGON Magazine, I noticed that several times characters and monsters have been described differently from the presentations in the official AD&D books. I now have two different versions of Circe, Medea, the phoenix, and several others. Which version is correct?

DRAGON Magazine frequently prints material that is not necessarily considered official, but is presented as a reasonable alternative to already existing material. Often two or more writers have differing views, taken from different sources, on how a certain personage or monster should appear in the AD&D game. Presenting these different perspectives on the character or monster is done to give the DM the freedom to select a version that best fits the DM's campaign and personal conception of what such a being would be like.

Is everything that appears in DRAGON Magazine an official rule change or addition?

No. Virtually all of the magazine's contents are *not* official, excepting only those writings that are defined as official, either by their nature (such as most articles written by E. Gary Gygax, which are "automatically" official) or by a note prefacing the article that indicates it should be considered official. For the most part, the material in DRAGON Magazine is intended only as possible suggestions for referees and players to adopt into their campaigns if they so choose. No one is obligated to use *any* of the material in the magazine — but if you try something out and you find you like it, have fun with it.

Why are there so many contradictions between the Basic and Expert D&D® sets and the Advanced D&D® books?

The DUNGEONS & DRAGONS® game and the ADVANCED DUNGEONS & DRAGONS® game are two different products, and are not meant to be meshed. The similarity in names is confusing, but the game systems are very different from each other, in the way that both are different from the *Runequest*® game system or the *Traveller*® game system. DMs and players should avoid mixing the D&D® and AD&D™ systems at all times.

What happens if a GAMMA WORLD® mutant hits an AD&D character with the power *de-evolution*?

The AD&D character, unlike GAMMA WORLD characters, has no resistance to mental attacks or radiation attacks from GAMMA WORLD monsters or devices. *De-evolution* will automatically strip an AD&D character of one level per GAMMA WORLD combat round (10 seconds), meaning that 6 life levels will be lost per AD&D round, no saving throw allowed. This was confirmed by Jim Ward, the co-author of the GAMMA WORLD rules. And you thought vampires were bad! AD&D characters drained of life levels by *de-evolution* simply die and do not become undead. If raised, the character so affected will be a zero-level character.

Can a character who is paralyzed yell for help? Can such a character use psionics? Cast spells?

No. Yes, because the mind is unaffected. No, unless the being that is paralyzed has innate spell-like powers like those of a demon, devil, beholder, or lamia (for example), in which case these powers can still be used at will.

What does the inch sign (") mean in reference to distances and length?

When discussing height or small items, it means inches. When discussing spell ranges, missile ranges, and spell areas of effect indoors, it means 1" = 10 feet. When discussing spell ranges and missile ranges outdoors, it means 1" = 10 yards (30 feet); however, areas of effect for spells are always measured in tens of feet, never tens of yards.

What's the difference between a secret and a concealed door?

Secret doors are constructed so that their function as a portal is not immediately obvious; false backs on fireplaces, revolving bookcases, and sliding sections of stonework are examples of this. Concealed doors are just doors hidden by an intervening object, like a tapestry, a stack of boxes, a door covered over with plaster, and so forth.

Do constitution bonuses for monks, rangers, and first-level half-ogre characters (who all start with two hit dice) apply to both hit dice as well as all hit dice earned after first level?

Yes.

How can you handle pregnancy in AD&D games?

This is one of those aspects of AD&D gaming that is left up to the DM's decisions; all campaigns are different, and the elves (for example) within one campaign could legitimately have longer gestation periods than those in another campaign. As a general rule of thumb, it can probably be asserted that elves have the longest pregnancy times (possibly as much as 2 years); dwarves, gnomes, humans, halflings, and half-elves are all about the same, between 8 and 12 months, and orcs and humanoids would have shorter gestation periods, possible ranging down to 6 months. These are only suggestions, however; what the DM decides for his campaign is the final answer.

Some of the characters described by Gary Gygax in your magazine have an attribute labeled CO. What is this?

CO stands for Comeliness, a new attribute described by Gary Gygax (in issue #67 of DRAGON magazine) to represent physical beauty/handsomeness. Unlike other attributes such as strength, comeliness has a range from -8 (for the ugliest half-orc) to +25 (for the most beautiful elf). Scores of +10 to +13 are average. The use of a comeliness attribute is up to the DM and the players of an AD&D group.

How can any character be able to take more physical damage than an ancient huge red dragon?

AD&D gaming is based on what is sometimes called "fantasy realism." In reality, none of us humans would have a chance against a monster the size of a red dragon; however, AD&D gaming is not reality. It reflects very well the kind of "fantasy realism" found in myths, legends, tales, and modern fantasy literature, wherein it is possible to be so lucky, gifted, and powerful that one could even be tougher than a dragon. Hit points not only reflect bodily damage; they also reflect combat skill, the ability to sidestep an otherwise fatal blow, and the blessing of a patron deity, as well as innate luck (and perhaps other attributes

of an intangible nature). Obviously, it cannot be argued that even the toughest fighter in an AD&D game has more body mass than a red dragon; however, it can be argued that a warrior, especially a heroic warrior on the level of Beowulf, Roland, or Conan, could be skilled enough to give a dragon a bad time in combat. After all, it's the essence of heroic fantasy — not humdrum reality — that the game reflects.

Can half-ogres be barbarians?

They can behave in a barbarous fashion, but cannot be of the barbarian character class. They lack the dexterity and agility of humans and cannot perform many of the barbarians' basic skills. Half-ogres could, however, be raised in barbarian tribes and be considered members of such a tribe, though they would still be of the fighter class.

Why do half-ogres have such low charismas?

No one really trusts them. They often have their ogre parent's nastier habits, and many of them are chaotic evil. While they might not look particularly ugly (though some of them do) and might appear quite competent and powerful, social prejudice and their own behavior tends to strongly limit their charismatic effect toward other races.

How do half-ogres feel about other humanoid creatures?

Use the "Humanoid Racial Preferences Table" in the DMG; half-ogres will feel about the same way as regular ogres do toward other creatures.

Do half-ogre characters (as described in DRAGON Magazine #73) count as "giant-class humanoids" for purposes of rangers' attacks against them?

No; half-ogres, like half-orcs, are not entirely "humanoid," and rangers do not get any bonuses against them like they do against normal (full-blooded) ogres.

Why are the ability scores for half-ogres rolled differently than for other races?

Certain of the ability scores for half-ogres are considerably higher or lower than the human and demi-human racial norms. The change in die-rolling the ability scores is intended to reflect this difference. Ω

How often should a character check for possession of psionic abilities?

Once when the character first begins play; afterward, psionics checks are made only when powerful magics or special circumstances permit this to occur; see the next question.

If a non-psionic character has his intelligence, wisdom, or charisma increased by powerful magics (tomes, wishes, etc.), would this allow for a new chance to become psionic?

Yes. The benefits of a *tome of clear thought, leadership and influence,* or *understanding* (which raise intelligence, wisdom, and charisma respectively) automatically allow for a new chance to become psionic. A *wish* spell, properly worded, would automatically give a character psionic ability, as long as the recipient has an intelligence, wisdom, or charisma score of at least 16. The action of a deity (far rarer than even a *wish* or a magical *tome*) would automatically give *any* character psionic ability, regardless of his ability scores. Increases in ability scores which occur naturally, such as through normal aging, would also allow for a later check if the character was not already psionic.

As an example, consider the character described on p. 110 of the Players Handbook, with Int 17, Wis 12, and Cha 17. Suppose the player fails to roll 97 or higher on the character's initial psionics check, and the character later gains a point of intelligence so that score is now 18. The player would then make a new check for the character's psionic potential, adding the additional bonus for the extra point of intelligence to the dice roll, so that now a result of 95 or higher is needed.

Also, it is possible for a character's psionic strength to be automatically increased, if an increase in an ability score raises that score higher than 16. If the character in the above example started with a charisma score of 16, and was determined to have psionic ability, he would receive no "doubling" bonus on the roll for psionic ability points, since only one of his ability scores is higher than 16. But if a later event raised the character's charisma to 17, he would immediately benefit from the change by having his psionic ability doubled.

Can a character lose his psionic potential if he suffers a decrease in one of the three important ability scores?

It is possible for a character to be stripped of psionic ability by the loss of one or more points of intelligence, wisdom, or charisma. If the change leaves the character without a score of 16, then the character fails to meet the minimum requirement for psionic potential, and any psionic ability he once possessed is now lost.

If a character suffers a decrease in one of the three important ability scores, but still meets the minimum requirement (one score of 16 or higher), he has not lost his psionic potential, but will possibly suffer a decrease in his psionic strength point total. If the ability score in question was formerly 13 or higher (allowing a bonus to the psionic strength roll), then that bonus is lost and must be subtracted from the character's psionic strength. If a character originally had scores of 16 or higher in two of the three ability areas (permitting the doubling or quadrupling of the number of strength points) and suffered a loss that brought one of those scores below 16, then both the "doubling (or quadrupling) bonus" and the single bonus point originally awarded for that score must be subtracted from the character's psionic strength.

How can the chance for psionic abilities be quickly assessed for NPCs who have no previously noted scores for intelligence, wisdom, and charisma?

The DM can roll a d6 for any NPC in question; if a 1 comes up, then a roll of 00 on percentile dice (or 98-00 for a member of the magic-user or cleric class) indicates that this NPC has psionic ability. This should make psionic NPCs rare enough so that the game balance is not disrupted.

Which player character races in the AD&D™ game can possess psionic ability?

Human, dwarven, and halfling player characters are allowed the chance to have psionic ability. Initially, in early editions of the Monster Manual, elves (or at least leader-type elves) were also included in this group. But in later editions of the AD&D books, elves were defined as non-psionic. Based on this ruling, Roger Moore's article on elves in issue #60 of DRAGON® Magazine stated that elves had a brain structure that prohibited them from having psionics. However, judging by E. Gary Gygax's comments and additions in later articles (most notably the "Featured Creatures" and Astral Plane articles in #67), it would seem, after all, that elves *can* have psionic ability. Thus, player-character elves *should* be allowed the chance to be psionic, and so, by assumption, should half-elves.

Is it possible for a character to use a *wish* spell to become immune to psionic attack?

Yes, it's possible. One *wish* spell, properly worded, would bestow immunity to one particular psionic attack mode; the end result of five such *wishes* would be a character possessing what the DEITIES & DEMIGODS™ Book calls "Class VI" psionics. The character is immune to the effects of any psionic attack mode, and cannot possess any psionic powers from that time forward — but the character is still subject to the effects of psionic disciplines employed by others. If a character tries to get around this by wording a *wish* so as to obtain immunity from attack while retaining his own psionic powers, something awful is bound to happen as a result; a *wish* of this sort can never be granted. It would be possible to "stop short," using four *wishes* to get immunity from all but one particular attack mode and still retain one's own psionic powers, but vulnerability to that single attack mode could turn out to be an Achilles' heel.

If a psionic character is surprised by a psionic monster, does the monster get to attack the character as if the character were defenseless?

No; psionic defenses will go automatically into action once an attack from another psionic creature gets under way, unless the character has exhausted all of his defense points. The "psionic attack on defenseless psionic" table is only used when the target character or creature has no defense strength left at that time.

Shouldn't psionic attacks or defenses put up by experienced and high-level psionic characters be more effective than those put up by lower-level characters or creatures?

No; just as a sword blow does the same amount of damage whether the weapon is wielded by a 20th-level Lord or a 1st-level Veteran (not counting a certain character's bonuses or penalties), the psionic attacks and defenses of all psionic characters work the same way and with the same potential power.

Can a psionic character cast a spell while employing any sort of psionic power (attack, defense, or discipline)?

A psionic character can maintain a *thought shield* defense while fighting, casting a spell, or being involved in some other strenuous activity. This won't work for any other defense mode or any attack mode, however; a psionic character cannot mount a physical attack and a psionic attack at the same time (although certain monsters, like the intellect devourer, can), and also cannot employ both a spell and a psionic discipline simultaneously, since it's impossible to fully concentrate on both activities.

If a psionic spell caster has a thought shield defense up while casting a spell, would a psionic attack made against the character cause the spell to be lost, or would the defense hold and allow the spell to be cast to completion?

The spell casting will continue uninterrupted as long as the *thought shield* defense holds out. If a physical attack takes place, of course, the spell will be ruined; the same applies if the spell caster is made subject to certain disciplines such as *telekinesis, body weaponry,* and the like. If the defender runs out of defense strength and takes damage from a psionic attack, this will also ruin any spell the defender may have been casting at the time.

If a character is slain by psychic crush, can he be *raised* or *resurrected*? Would he still then possess psionic abilities?

The character can be ***raised*** or ***resurrected,*** but all psionic abilities will be permanently lost.

The Players Handbook states that *thought shield* is the only defense against *psychic crush,* but the charts in the Dungeon Masters Guide contradict this. Why?

Anyone who's confused on this point has misinterpreted the statement in the PH. The psionic character employing *psychic crush* as his attack mode can only use a *thought shield* defense, or else must have no defense mode up at all. The character or creature being attacked by *psychic crush* may use any defense mode at his disposal.

What does the Players Handbook mean when it says that *thought shield* can be kept up at all times, unlike other defenses?

Thought shield, like all psionic defense modes, may be activated even when there is no psionic attack in progress against the "defender." However, *thought shield* is the only defense that may be used when the character is engaged in active pursuits like physical fighting, spell casting, escaping, etc. Once put into operation, a *thought shield* does not require attention to continue to be maintained — but, by the same token, the user must specifically declare his intention to "turn off" the shield when deactivation is desired; otherwise, his defense points will keep dwindling automatically.

During multiple psionic operations, when two or more psionic characters are transferring strength points back and forth, how are the points distributed after the operation is ended?

The points that were transferred in series among the psionic characters are all dissipated and lost to all characters, but may be recovered in time. It is possible for a character to be left with no psionic strength points after an operation of this sort, but that strength can be regained in the usual manner.

The line at the bottom of p. 77 of the DMG ("Damage accruing beyond the point . . .") is unclear. Can you explain?

This line refers to the attack strength point reductions taken as a result of using the "Psionic Attack Upon Defenseless Psionic" table; if the defender runs out of attack points because of these reductions, then real hit points are deducted instead.

Can psionic creatures or persons sense the presence of other psionic beings? If so, at what range does this ability function?

According to the DMG (p. 182), it is apparent that the use of any psionic talent or attack/defense mode will attract the notice of other psionic beings in the vicinity. The attracted creatures will not instinctively sense the nature of the power(s) being employed, or exactly how powerful (psionically) the "source" of the power is, but they will be aware of the general direction from which the psionic emanations came and will be able, for short periods of time, to track accurately back in the direction of the other psionic character or creature. This "tracking back" can be done for as long as a turn (10 minutes) if a true psionic talent was used, or for a round (1 minute) if the energy came from a magical effect that resembles a psionic power.

The range of this ability, which is innate and common to all psionic characters and creatures, is 1" (30 feet) per level or hit die of the detecting creature; certain monsters (su monsters and gray ooze, for example) are able to detect psionics-users at distances greater than normal, but these are exceptions.

Note that a psionic character or creature not expending psionic strength points cannot be detected *at that time.* Also, a being using *mind bar* or the discipline of *invisibility* cannot be detected while employing those skills.

To a limited extent, psionic characters and creatures (particularly those with a high psionic ability score and those with the *sensitivity to psychic impressions* discipline) can judge how great an amount of psionic strength points were being used by the detected being at the moment of detection, but this assessment will be very rough, and is not necessarily a good clue to how psionically powerful the detected being is.

If a fighter gains the discipline of *domination* and then switches to the thief class (as a bard would do), would this character lose the *domination* power?

Yes. The instant that the character crosses over to begin earning experience as a thief, he is subject to the benefits and restrictions of that class — one of those restrictions being that a thief cannot possess the psionic discipline of *domination.* The discipline is lost, and the character may not replace it with another ability. This principle may be applied to any instance involving a two-classed character and a discipline that is prohibited to one of the two classes.

Why can't thieves use *domination* in the first place? Well, as Arthur Collins points out in an article elsewhere in this magazine, it may be rationalized that *domination* is a concept alien to the thieving frame of mind; thieves do not desire or intend to control their victims, merely to rob them, taking their goods unseen (preferably) and without the victim's knowledge. Stealing is an art to thieves, and *domination* is the antithesis of that art.

Can the psionic discipline *animal telepathy* be used to communicate with humans? After all, humans are animals.

Nice try, but no go. The word "animal" in this use should be interpreted the same as for spells like *speak with animals* and *animal friendship* — that is, animals are "basically normal, nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on" (Players Handbook, p. 46, *speak with animals* description). They are "of at least animal intelligence but not above semi-intelligent rating" (p. 54, *animal friendship* description). Generally, any sentient creature with a measurable intelligence score of 4 or lower can be affected by *animal telepathy* — and at extremely high levels of mastery, even communication with intelligent plants is possible. Although some humanoids could qualify under this "4 or lower" definition, the term "animal" in this usage does not encompass humans or humanoids.

Could someone possessing the *cell adjustment* discipline become aware of his own or someone else's hit-point total by using this power? How long does it take to use this discipline, in terms of "casting time"?

The answer to the first question depends in large part on how your campaign is run with respect to players' (and characters') knowledge of hit-point totals. If the DM is the only person with this information, then it is not necessary to reveal any hit-point information to a character employing (or being helped by) the *cell adjustment* discipline. If, as a matter of procedure, players are made aware of their characters' (and perhaps others') current

hit-point totals, then the DM is obliged to give out specific hit-point information in the course of moderating the use of this discipline.

Even when hit-point totals aren't common knowledge, the psionics-user knows how many hit points he can restore with a single application of the discipline, and he knows that each hit point of damage healed costs 1 psionic strength point. He doesn't know — or need to know — how many hit points of damage the recipient of the healing is suffering from; if and when the recipient is restored to his full original hit-point total, no more benefit can be gained from *cell adjustment* — but if none of the characters has a way of being sure when full restoration of hit points is complete, the user of the discipline may very likely spend strength points that go to waste because no additional healing is possible. (A *cure wounds* spell would operate on the same principle, with a chance of theoretically healing more damage than it is possible to heal.)

How long does it take to use? In "actuality," the healing or curing from an application of *cell adjustment* takes place instantaneously. But, to prevent the abuse of the power by continuous and repeated use, it could be ruled that only one application of the discipline can be made in a round. To further tone down the "wham, you're cured!" aspect of this discipline, you might try a variation that limits a cleric to healing 5 points of damage in a round, a fighter 4 points, etc., regardless of the level of mastery involved. Alternately, the "level of mastery" provision can be kept, but the DM might rule that the discipline is only usable once per day on a certain recipient, or once per day, period. The fair and consistent use of this discipline is a matter for individual DMs to arbitrate as they see fit.

Can a character with the discipline of energy *control* negate the effects of a powerful spell such *as wish, feeblemind,* or *disintegrate?* Does "spell level" refer to the level of the spell caster throwing the spell at the psionic character, or to the level of the spell on the spell tables in the Players Handbook?

Because the description of the discipline doesn't specifically exclude any types of energy, we can assume that *energy control* works against even the most powerful magic. If the "die of-damage normally delivered by the energy" is not applicable or able to be determined, then the point cost of this discipline is equal to the minimum level of spell caster able to employ the spell which produces the effect. (This interpretation makes the use of *energy control* against powerful magic reasonably expensive, as it should be; under a different interpretation, it might only cost 9 points to undo a wish, and that doesn't seem like much of a price to pay.)

Thus, it costs 18 points to negate the effects of a wish, whether the wish was in the form of a cast spell, a scroll spell, or from a ring, because a caster employing a *wish* spell must be at least 18th level to cast it. By the same reasoning, dissipating a *feeblemind* spell costs 11 points, and negating a *disintegrate* spell costs 12 points.

Does the "Detection of Invisibility" table on p. 60 of the DMG apply to psionic *invisibility? Can* a character using the discipline of *invisibility* attack another creature and still remain invisible to that creature?

No on both counts. First, psionic *invisibility* involves mind control, "not light waves or similar physical manifestations" (Players Handbook, p. 113), and hence cannot be detected by intelligent creatures the same way they might be able to sense someone who was rendered invisible by magical means. Someone employing the *mind bar* discipline is not subject to this mind control, however, and thus is able to "see through" the deception.

Second, a character using psionic *invisibility* cannot attack at the same time because he must concentrate on the application of the discipline to maintain his invisible state. Unless otherwise specified in a particular description, no psionic attack mode or discipline can be employed while the user's mind is distracted or engaged in some other decision-making activity.

Can *molecular agitation* be carried out on any visible object, even if seen through a *crystal ball, wall of force,* by *clairvoyance,* and so forth? Also, if a creature only possesses a small quantity of metal, can it still be burned if this metal is heated?

The range of the *molecular agitation* discipline is "sight," but this means literally and strictly visible, not including objects seen with the aid of an item that enhances or detects the object's image when the object cannot normally be seen (whether it's behind the next door or on a distant deserted island). When actual (normal, not infra- or ultra-) vision is concerned, the DM will have to arbitrate what can and cannot be seen at a distance; for instance, a character could not eyeball the iron buttons on an orc's jacket at a range of 300 yards.

A *crystal ball* or the power of *clairvoyance,* then, cannot be used in conjunction with *molecular agitation.* The employment of a *wall of force* will indeed block the use of this discipline, as will anything similar (such as a *cube of force).* Objects seen through non-magical windows, though, *can* be affected by this power.

Creatures that have only a small amount of metal on their "persons" may, at the DM's discretion, take lesser amounts of damage from this power; if the iron buttons on the orc's jacket were the only metal items the creature had, perhaps it would only take 1 hit point of damage per round (at most) until the jacket was discarded.

Can a psionic character levitate himself by the use of the *telekinesis* discipline?

No. Like the spell of the same name, this power can only affect things or beings external to the one employing the power, not the user or caster himself. Note that live creatures can be affected by *telekinesis,* and although the discipline allows for no saving throw for its target(s), creatures and characters may use any means at their disposal to negate the discipline or make its maintenance more difficult — grabbing a heavy object to increase one's weight, or perhaps using a spell or other power to make oneself larger and/or heavier.

Do magical protection items (rings, stones, cloaks, scarabs, etc.) affect saving throws vs. psionics?

If the description of the item in question specifically states that it is effective "for saving throws versus all forms of attack" (as with *rings of protection),* then the item's protection also applies to psionic saving throws. If the item's description specifically restricts the protection to saves vs. spell (as with a *scarab of protection),* then psionic attacks are not affected. If no specific statement is made, assume that saves vs. psionics are *not* affected, and the protection only applies to magical attacks.

Should a character gain experience points just for using a psionic discipline or attack/defense mode?

No.

If a psionic character uses *psionic blast* on a non-psionic monster and slays it, should the character be awarded experience points for the kill just as if he had slain the creature in normal (physical) combat?

This question is most often asked with reference to unintelligent creatures, who can be slain quickly in this manner with little apparent effort on the part of the psionic character. Judging from E. Gary Gygax's comments on p. 84 of the DMG, it would appear that the DM is free to adjust the amount of an experience-point award based on the relative difficulty involved in killing the monster. A character who attacks and slays a caged dinosaur with *psionic blast* (from outside the cage), when the dinosaur could not conceivably have presented a threat to him, might be awarded only 1/10th (if that) of the normal experience-point value for that monster. A character lost in the wilderness and attacked by a purple worm which could easily overcome the character and slay him might be awarded the full experience-point value of the monster for using a *psionic blast* under those circumstances.

"Just put them over there," said the sage. I backed the pick-up to the desired location behind the sage's grass hut and began shoveling letters out on the ground. "That's fine," he called. "Scatter some over by the peonies. I need a little more mulch there."

"Don't you ever answer these things?" I panted, grabbing an armload and flinging them out in a cloud of notebook paper.

"Sure," he replied, picking up a letter that had fallen close to him. He studied it a bit, laughed, and then buried it. "Someone wanted to know if barbarians . . ."

"Save it," I told him. "Write a column answering some questions readers ask about articles in DRAGON® magazine, and I'll pick it up next week."

"Whatever you want," he said. As I drove off, he was starting to work on the peonies.

In "A Player Character and His Money" (issue #74), are PCs supposed to get one experience point per silver piece or one x.p. per gold piece?

Characters get one x.p. per gold piece. The "silver standard" described in the article will make it more difficult for characters to buy very valuable items (especially magical ones), but this contributes to game balance.

Concerning landragons (issue #74): Do they have any claw attacks, and do they like water?

Landragons do not use their feet to claw at opponents in melee; they have developed their own special attack routines, and while their claws might be effective weapons, they are rarely if ever employed. Their experience with water is limited to shallow wading, though they can swim for short distances.

Is the "Combat Computer" in issue #74 designed for actual use in AD&D™ gaming?

Yes. It has been playtested, and from the mail readers have sent to DRAGON magazine, it appears to be working very well in AD&D games.

What are the minimum wisdom and charisma scores necessary for a duelist character (issue #73)?

The duelist, a fighter subclass for NPCs, should have a minimum score of 6 in each of these characteristics. This assumes that NPCs must also abide by the "5 or lower" rule that player characters must follow. A score lower than 6 in either ability would force the character to be a thief (if wisdom was 5 or lower) or an assassin (if charisma was 5 or lower). In the duelist article, ability-score requirements were listed only for those characteristics that have a minimum higher than 6.

Why are duelist NPCs unable to use flails? This weapon has been used in fencing training.

The sage has been unable to locate anyone or any source that mentions the use of flails in fencing training; at any rate, the NPC classes described in DRAGON magazine do not have to correspond exactly to one particular concept of what a class should be like.

In issue #73, the catoblepas is noted for being able to kill by its breath; this contradicts what's in the Monster Manual. Which source is correct?

The Monster Manual is the final authority here. The article on the catoblepas, like all the other articles in "ecology" series in this magazine, is an attempt to work out some of the monsters from the AD&D game system in a logical fashion with regard to their habitats, mentalities, behaviors, and so forth. This material is unofficial, offered for the entertainment of (and possible use by) DMs and players alike.

Couldn't the water-creating pill, item #26 in the article on "Non-violent Magic Items" (issue #73) be used as a poison?

If misused, this item could harm or kill a careless character. (The same might be true of other items described in the article.) But it was not intended for combat purposes and is technically "non-violent." It does not count as a poison in any event.

In issue #73, half-ogres are said to have trouble using magical boots; however, the DMG says that magic boots will expand to fit creatures of up to giant size.

The DMG also notes, for *boots of levitation* and *boots of speed,* that heavier creatures will make these devices less effective. Certain other sorts of magical boots will work for half-ogres, but some won't. The half-ogre's exceptional size and weight need to be carefully considered when they use many sorts of magical items like these.

"Gems Galore" (issue #72) does not say how some of the gemstones described in the article may be found.

DMs may create their own random-roll tables as extensions of the ones given in the DMG (p. 26), for gemstones found in treasure hoards in their campaigns; the gems described in the article may be included therein.

In the Sage Advice column in issue #71, it was stated that lycanthropes cannot change their shape on the Astral Plane because there is no natural darkness there. However, the DMG states that after six years of experience, lycanthropes can change at will. Which is correct?

The Sage Advice answer in #71 should be amended as follows: Lycanthropes of any sort found on the Astral Plane will assume wereform only as a result of melee injury or the casting of certain spells (as noted on p. 22, DMG) if the creature has had lycanthropy for less than six years. Those having lycanthropy for more than six years will, in addition to the above circumstances, be able to change into wereform at will.

Several questions regarding the astral module "Fedifensor" (issue #67): Githyanki knights in the module are

apparently normal fighters, while the FIEND FOLIO® Tome notes them as being anti-paladins; why is this so, and what are an anti-paladin's powers? Do githyanki have clerics or shamans? Why were there not more knights at the outpost, since the FF notes that githyanki astral fortresses have 40 knights?

The "anti-paladin" reference in the FIEND FOLIO Tome should not be taken literally; actually, there is no official anti-paladin class. The phrase, as used in the githyanki text, should be taken to mean that githyanki knights act very much the opposite of how a paladin would act (i.e., they are chaotic evil). Githyanki knights have powers normally associated with regular fighters. Githyanki have no clerics or shamans, since the "deity" they worship (like the one ruling the githzerai) is not a true deity or demigod and cannot grant spell powers to any followers. There were not more knights at the outpost because it was an outpost, not a fully equipped fortress.

"Thrills and Chills" (issue #68) noted that there would be assassins operating during the Ice Age. How is this possible?

Assassins could be thought of as a form of commando warrior, used by various tribes as scouts, spies, or advance assault fighters who slay from ambush or by surprise. Assassins could also perform their usual sorts of tasks (getting rid of undesirable tribesmen), at the direction of a chieftain or other "boss."

In issue #66, Leomund's Tiny Hut lists some interesting lower-level monsters. But one of them, animal skeletons, cannot apparently be made using the spell animate dead as described in the Players Handbook.

It is conceivable that evil clerics could develop a spell similar to animate ***dead*** that would allow for the animation of animal skeletons. Such a spell would likely be of third-level power and similar in most respects (such as casting time and so forth) to the other spell.

In "The Missing Dragons" (issue #65), which describes the "color-wheel" theory of dragonkind, it was said that mating a blue and yellow dragon will produce a green one. Doesn't this contradict the AD&D rules, where it is said that Tiamat spawns all of evil dragonkind?

If the "color-wheel" theory is used, one could assume there are three ways to create green dragons: two adult green dragons can mate and have young, an adult blue and an adult yellow dragon could mate and produce green young, or Tiamat could give birth to green young and drop them off on the Prime Material Plane. All three methods could work simultaneously. This would also work in a related fashion for the orange and purple dragons described in the same article. Remember, once again, that this article was unofficial and does not have to be used in a campaign, but can be adopted if a DM so desires.

The article revising the Celtic mythos in issue #65 lists some of deities as having druidic powers of over 14th level. How is this possible?

Deities do not have any of the restrictions placed upon them that mortals have. A good-aligned deity may be able to use assassin powers; neutral gods may have paladin powers. The deities in issue #65 with druidic powers of greater than 14th level should have the given level apply where applicable for spell ranges, areas of effect, and so forth that depend upon the spell caster's level. Taking a cue from E. Gary Gygax's writings on 15th-level druids in the same issue, a deity with an effective druid level of more than 14th should have the ability to cast 6 spells of each level per day, plus as many bonus spells as the deity's wisdom score will permit.

Concerning "Evil Dragon Armors" (issue #62): Can someone make shields from dragon hide with special powers? Why are the armor classes of the dragon armors so low? What special powers would suits made from other sorts of evil

dragons (e.g., yellow, orange, purple, chromatic) have?

Much of this would be up to the DM to arbitrate. A shield made of dragon hide might give a bonus to the saving throw of the user against the breath weapon of the dragon type the shield is made from, if the shield was properly enchanted. Such a shield would otherwise be like any other type of magic shield, benefitting the user's armor class. Only one or two shields at most could be made from any single dragon hide, under the same restrictions as mentioned in the original article. The AC of the dragon armors is low because live dragons have thick layers of fat and muscle beneath their scaled hides, which adds to their AC. Armors made from other types of evil dragons can be created by interested players and referees, within the restrictions of the original article; the powers that such armors would possess are up to the DM to decide.

The jester NPC class (issue #60) seems to allow certain races like dwarves and halflings to get the ability to cast magical spells they could not normally use. Also, some races are noted in the Players Handbook as being able to learn only a few extra languages due to their intelligence, while jester NPCs are supposed to gain a new language every other level.

Jesters were designed to be unusual NPCs; however, if a DM finds some of their abilities to be too unusual, then of course some changes in the class may be made. DMs might consider having only humans and gnomes be jesters if they wish to restrict the class only to those beings who can use illusionist magic, possibly including half elves if one wanted to stretch it a bit, but this is all up to the DM. As for the second question, there are other character classes like druids and bards who are able to learn a number of languages over and above any racial or intelligence limits; the jester is free to do so, too, by the same token.

What is a cantrip?

Cantrips are minor magical spells for magic users and illusionists, often referred to as "0 level" spells. Typical cantrips include *polish, sweeten, needle, forat, flavor, (summon) mouse,* and (produce) *belch.* These spells were described in issues #59 61 of DRAGON Magazine, and are reprinted in the Best of DRAGON® Vol. III anthology.

In the game "Flight of the Doodles" (issue #60), does the Doodle wizard hit on a 1-3 or 1-4? The text contradicts itself.

They hit on a 1-4, according to the original rules, so two of the charts in the game need to be corrected accordingly.

In "Modern Monsters" (issue #57) the speeds given for modern automotive vehicles in AD&D terms seem awfully low (example: 70'/round is about 8 mph). Why was this done?

As mentioned in that article, the speeds of such vehicles were scaled down by as much as a factor of ten; this was done partly for game balance, and because off road speeds will be much slower than normal and game scenarios may have overland travel involved. DMs using this material may wish to increase these speeds, but should be careful in doing so to preserve game balance.

In issue #48, in the section on undersea magical items, there seems to have been a misprint of some kind.

The confusion can be cleared up by reading "+" where "–" appears, so that the names of the items are "Dagger +1/+2 vs. Dolphins" and "Trident +1/+3 vs. Elemental Beings."

What is a balrog, and what are the statistics for it?

A balrog, as described in the *Lord of the Rings* trilogy by J.R.R. Tolkien, appears to be similar to lower planes creatures like demons in the AD&D system. (Note that the original rules for the D&D game did include mention of creatures such as the balrog and the hobbit, but those references were changed or deleted in subsequent editions of that game, and the terms do not appear in the rules for the AD&D system.) The Type VI demon in the *Monster Manual* resembles the balrog, but is probably not as powerful as a true balrog would be. If something meant to be identical to a balrog is to be used in a variant AD&D game, the DM will have to invent his own game statistics for the monster after carefully reading the various Tolkien books.

With regards to AD&D module S3, *Expedition to the Barrier Peaks,* would a *shield* spell stop a laser shot?

No; the *shield* would have no effect.

Would blasters or lasers from GAMMA WORLD adventures be able to harm creatures only affected by magical weapons, such as gargoyles?

Yes; such energy attacks would harm nearly all AD&D monsters or characters. Use the "Mutants & Magic" section of the DMG to arbitrate details of such combat.

What are the following weapons like in AD&D gaming: great axe, great bow, great sword?

The great axe is a bardiche or halberd (which are both poleaxes); the great bow is a long bow or long composite bow; the great sword is a two handed sword.

Do real barbarians eat quiche?

Real barbarians would hack and slay anyone who offered them quiche to eat, and would then stomp the quiche until it was totally flat. Barbarians are like that. ■

SAGE ADVICE

by Penny Petticord

This edition of the "Sage Advice" column addresses some questions and problems concerning the *Unearthed Arcana* volume. Many questions on this book were addressed in DRAGON® Magazine issue #103; this column is effectively "Arcana update, part II." Other aspects of the *Unearthed Arcana* volume are addressed in DRAGON issues #100 (page 9, on ranger-druids) and issue #113 (page 3, assassin and thief alignments).

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Can a cavalier of name level or higher build a castle or other stronghold, then collect revenue from the inhabitants? No rules are given in the class description for handling the situation.

Like fighters, cavaliers are permitted to build strongholds when they reach name level. Given the cavalier's social standing, such a stronghold would have to be grand and stylish, with a large staff. A cavalier who was born into a noble family might receive a castle and grounds as part of an inheritance, though for game purposes the character should be name level before assuming full control of the estate. Or, if you are using a full medieval European motif for your campaign world, land for a stronghold might be granted by the cavalier's liege lord as a reward for good and sufficient service upon reaching name level. The latter method is especially suitable for second sons of noble houses who are not in line for inheritance, and for characters who have worked their way up to cavalier status from common backgrounds. [See also *"Feuds and Feudalism," by John David Dorman, in this issue.]*

Revenue collected is a matter for the individual DM to decide, based on the campaign economics and the relative wealth of the region. Colonists in a previously unsettled wilderness area cannot produce as much revenue as would be expected from a civilized realm. The structure and economy of the cavalier's realm should be worked out in detail for an extended campaign, but – for occasional gaming – assume that the cavalier collects double the revenue that a fighter's freehold would produce.

If the fifth-level cleric spell rainbow is used to produce a "flagon," and the draughts are poured off into separate containers and stoppered, will they retain their dweomer after the flagon and any remaining unpoured draughts disappear?

No. All draughts not actually consumed before the spell duration expires will disappear, regardless of whether or not they have been poured off. They cannot be saved for later use.

The second-level cleric spell withdraw can be negated by certain uses of other spells while it is in effect. Is the withdraw negated as soon as the caster begins reciting the unauthorized spell, or as soon as it is complete? Also, does this ruin the unauthorized spell or not?

According to the spell description, the caster is unable to perform any actions except those specified while a *withdraw* is in effect. The restriction applies to casting one of the spells normally permitted on someone other than the caster. The example given is *cure light wounds*, a touch-delivered spell. The cleric is permitted to cast this spell while the *withdraw* is in effect. But, if he then chooses to deliver the curing to anyone save himself, the *withdraw* effect ends. It is the use of the indicated spells which is restricted, not the actual casting; therefore, the *withdraw* ends after the casting is complete in any case, and sometimes still later, in the case of a touch-delivered spell. The spell which caused the *withdraw* to end takes effect normally, and is not ruined.

Can the illusionist cantrip *rainbow* be used as a material component for the 5th-level cleric spell rainbow?

Yes. The cantrip creates a shimmering band of light which exactly duplicates a rainbow, and the cleric spell specifies only that the caster must be within sight of a rainbow of any sort. There is no reason why the two dweomers should not be able to work in conjunction.

Should the first-level druidic spell ceremony read in part, "druidic ceremonies include the following, which can be cast by a druid of the indicated or lower level," as it actually does on page 41, or should it read as the description for the clerical *ceremony*? It doesn't make sense to restrict casting to levels *lower* than that specified.

The druidic *ceremony* description is incorrect. The specific *ceremonies* noted can be cast by druids of the indicated level or *higher*, as with the clerical spell of the same name.

The illusionist spell *phantom steed* is listed as having a material component, but the component is not identified in the spell description. What should it be?

The material component for *phantom steed* is a small silver horseshoe.

The *Dungeon Masters Guide* states that there is no magical *elfin chain mail*, but sets of +1 and greater enchantment are listed in the *Unearthed Arcana* treasure section. Is this a mistake?

No. Due to popular demand, magical *elfin chain mail* has been officially added to the system. However, *elfin chain mail*, especially the magical types, should be kept suitably rare. It is made by remote elven communities, and should not be commonly available. Indeed, it is logical to assume that each suit of magical *elfin chain mail* was made for a specific individual, so some suits might actually be traceable to an original owner.

What is the availability and cost of a suit of *elfin chain mail* to an elf or half-elf?

That depends upon whether the character wants to have one custom-made or simply wants to find one to purchase. An elf could probably locate one or more elven artisans in a large elven community who would be willing to produce a custom-made suit for a hefty price, but there would certainly be a waiting list. The character would certainly be required to pay in advance or leave a large deposit, and it could be a decade or more before the work is even started. The total cost would depend upon the campaign economics, but should run at least five times the book price, including fitting and adjustment. Finding an elven craftsman capable of making such armor might be a chore, however – the DM must decide how difficult to make the job. An entire adventure could be built around finding craftsmen!

Elfin chain mail which is found during an adventure might or might not be sized correctly, but would almost certainly need adjustment, as would pre-made *elfin chain mail* found in a magic shop. *Elfin chain*

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mail which is not specifically made for the character could probably be purchased for three to four times book price in a large city, but again, it would be hard to find. It would be logical to assume that the elven community would immediately try to buy back any such suits rumored to be on the general market for historical value alone, thus further reducing the supply.

Elfin chain mail should almost never be found sized for humans or demi-humans other than elves. It is a safe bet to assume that each such suit in existence was made for a specific individual, probably as a gift for some great service to the elven community. Thus, such items should not be placed at random, and each should have a specific history. If an artisan willing to make a new suit for a non-elven character could be found, the price should be at least 10 times book value, due to unfamiliar sizing and extra materials.

My group allows only neutral characters. One of the players now wants to run an assassin, since non-evil assassins are now permitted according to the official update published in DRAGON® Magazine #103. How would I go about introducing such a character into an existing campaign?

Neutral and even good-aligned assassins are now possible according to the update. However, assassins must begin their careers as evil characters, presumably because to be interested in learning how to kill for money is deemed an evil outlook. Once started, however, they can change alignment to neutral, or even good.

Despite the rules expansion, however, non-evil assassins are not recommended. Neutral assassins could certainly be handled with a mature group of players, but good assassins are too contradictory a concept for general use. Such a character might make an interesting NPC, championing a king's cause from the shadows, but it would be a difficult thing to rationalize. Like the example of James Bond used in the update article (DRAGON issue #103), a good assassin might be the sort of character who doesn't set off to kill, but may end up having to do so for the greater good.

Note, however, that the vast majority of assassins are evil, and their guilds are most often likewise dedicated to the evil cause. Therefore, good-aligned assassins are frequently individuals who take the route of self-training, as guild training may be difficult to obtain. Likewise, even neutral characters might have difficulty dealing with an assassins' guild for training.

Do strength bonuses count for hurled weapons such as daggers, spears, clubs, javelins, etc.?

Yes, though the DM may limit the application of full strength bonuses for small, light weapons such as daggers.

Page 188 of the *Players Handbook* clearly states that "the bard gains druidic powers as a druid of the same level, with the exception of druidic spells. . . ." What about the new druidic hierophant powers described in *Unearthed Arcana?* As the bard class stands now, bards would get poison immunity, longevity, health, and shape-shifting at 16th level. At higher levels they would gain the ability to travel planes and summon elementals. This does not seem to go along with the spirit of the rules, since it takes less experience points for a bard to progress from 15th to 16th level than it does for a druid.

Bards are not druids; therefore, they are not eligible for the hierophant disciplines. Remember, a character can only progress to Hierophant from the position of Grand Druid, which is not a station that should be open to bards, or to any charac-

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ter except a full druid. Therefore, bards may never gain hierophant powers.

Can a cavalier use a crossbow?

In general, cavaliers shun the use of missile weapons, with the exception of elven and half-elven cavaliers who often use short composite bows. Cavaliers tend to see missile weapons as ignoble because they deal out damage at a distance, which calls the cavalier's personal bravery into question. This does not mean that a cavalier cannot take proficiency in crossbow at higher levels, but the character risks losing status in the knightly community for doing so, depending upon the circumstances and whether or not the character is dependent upon the undesirable weapon. Historically, the crossbow was sometimes used by normal soldiers, so it would probably offend the cavalier, who is supposed to be superior.

In the description of *elfin chain mail*, it is described as being so light and fine that it can be worn under clothing without anyone noticing that it is there. If it is that light and fine, why would it hinder some thieving abilities?

Elfin chain mail is not as light as normal clothing, so nonencumbrance bonuses do not apply for thieving skills while it is worn. Also, it is not silent, so a thief cannot effectively move silently while wearing it. The same applies to backstabbing, which depends upon surprise. Other abilities which do not depend upon silence may be performed normally while in *elfin* chain mail at the DM's discretion.

Concerning disarming, *Unearthed Arcana* says that if a successful hit is made, the defender must make a saving throw vs. petrification or lose the weapon. What determines the armor class of the weapon? Obviously dexterity bonuses could be a factor, but what use would physical armor be?

The attacker must make a successful "to hit" roll vs. the character holding the weapon, not vs. the weapon itself. The character's armor and dexterity bonuses are applied normally. The weapon itself is not being hit per se, and no armor class need be specified for it. This is an extension of the fact that the AD&D® game does not use hit location; instead, generic hits vs. the opponent and saving throws are used to determine results.

If a fighter wearing a *hat of difference* chose to be a magic-user and memorized spells, would he lose any spells carried if he removed the *hat* to engage in combat?

Yes. Once the *hat* is removed, the wearer ceases to be anything except his normal profession. The character remembers none of the functions of the assumed class. When the *hat* is put back on, the character must memorize spells all over again, subject to the normal restrictions on rest and daily spell loads.

Does the *hat of difference* also give the wearer the power to become more than one class? For example, suppose a fighter puts on the *hat* and becomes a magic-user. He runs out of spells, then comes to a wall and becomes a thief to climb it. He escapes, only to find that he is in front of a pit, so and becomes a barbarian to jump it. Is there no limit on the number of uses?

Assuming that the character meets the requirements of all those classes, the usage you describe is perfectly correct. There is no limit to the number of times a character can change class. Experience is accumulated in each of the classes for activities performed while using the *hat*, so bookkeeping can become a bit of a chore for a character with several "personas." Remember that all restrictions for each class apply normally, so your fighter must have the time to memorize spells from a spell book carried with him in order to make proper use of a spellcaster persona. Therefore, setting up the adventure to use the spellcasting persona first is a good plan, unless the character also has a magic item that only mages can use.

***Unearthed Arcana* states that gray elves are to receive an addition to their initially generated intelligence scores. Should they also receive the addition to dexterity and the subtraction to constitution that normally apply to elves, as per the *Players Handbook*? Does this apply to all the elven sub-races?**

Yes, the ability score adjustments for each race given in the *Players Handbook* also apply to all the new sub-races introduced in *Unearthed Arcana*. This also goes for sub-races of dwarves, elves, and gnomes. Any new adjustments given in *Unearthed Arcana* are specific only for the case noted.

Can a monster or NPC trapped within an *Otiluke's resilient sphere* or an *Otiluke's telekinetic sphere* cast any spells? If so, can a *dispel magic* cast from inside the *sphere* bring down the spell?

Yes, spellcasting is possible while inside the sphere. Though the spell effect will not penetrate the *sphere*, the effect will take place normally inside it. Therefore, *dispel magic* cast from inside a *sphere* will destroy it, assuming that the *sphere's* diameter does not exceed the area of effect of the *dispel magic*. Ω

SAGE ADVICE

by Michael Breault and Penny Petticord

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This months "Sage Advice" column deals with questions about the Dungeoneer's Survival Guide, underground adventuring, and *Unearthed Arcana* (again!). Sharpen your red pencils and grab your books!

Dungeoneer's Survival Guide

Say, what's up with the *DSG* proficiencies system? The modifiers for increased skill seem to penalize rather than reward, and the conditions for doing a great job seem to be exactly wrong. What gives?

OK, OK, OK, already! You're right – there is something wrong with the *DSG* nonweapon proficiency system. Our thanks to all the players and DMs who wrote (more or less politely) and informed us of this fact.

The original system was changed during the final playtesting period that took place while the book was being edited. We went through the manuscript and thought we had caught all the places where the text needed to be changed. We missed a couple of simple ones, and this caused a tremendous problem in the system.

The solution is simple. The column on Tables 11 and 13 (pages 25 and 26, respectively) that reads "Die Roll Modifier" should read "Ability Modifier." Also, every place you see "die roll modifier" in the Proficiencies section, change it to "ability modifier." This is what was originally intended, so that adding proficiency slots improves your character's skills. Notice that the proficiencies with negative modifiers are the most difficult to master in this corrected system.

The second change that needs to be made involves the discussions of Proficiency Checks that grant extraordinarily good or bad results (these unusual results come from the Proficiency Check roll itself, not from a separate roll to determine extraordinary success or failure). The numbers mentioned in those passages should be reversed (i.e., change "1" to "20," "20" to "1," "3 or less" to "18 or greater: etc.). For example, at the top of page 26, it says that a roll of 20 increases the range of the bow or arrow by + 2". This should say that a roll of 1 grants this increase. Similar passages also exist in the weaponsmith and direction-sense proficiencies. And don't forget to change the paragraph on page 23 (right above the "Construction Time" heading) to say that a check of 18 or greater is a failure!

Does the blind-fighting proficiency aid a character when fighting *invisible* creatures?

Yes, indeed. The blind-fighting proficiency's bonuses (only-2 to attack, damage, and saving rolls, no AC penalty, and retention of special abilities) apply in any situation in which a character cannot see his opponent. This includes darkness, blindness, and all magical effects that render the opponent unable to be seen.

Can any mounted character fire a bow weapon while riding a horse (or other mount)? Page 33 in the *DSG* seems to say that he can, while page 86 in the *Wilderness Survival Guide* says that only a character with riding proficiency can do this. Which is correct?

They're both correct. Page 33 in *DSG* says that any character can fire a bow from a *stationary* mount. Rut the next sentence states that only a character with riding proficiency (and a bow weapon proficiency) can fire a bow weapon from a *moving* mount.

Can a waterfall (or other loud sources of noise) negate the casting of a spell with a verbal component? Also, can a character cast a *hold person* on a character who has just gone over a waterfall to hold him under water and drown him?

Nope and nope. To negate a spell with a verbal component, one needs to stop the spell-caster from speaking. It doesn't matter whether the target can hear the words – all that matters is that the words are spoken. The tremendous din of a waterfall would not affect a spell that requires a verbal component to cast, but a silence spell or a gag will prevent the spell from being cast. A waterfall does, however, drown out the noise of shriekers and the singing of harpies (the DM must decide how far from the waterfall one must be before normal hearing is restored).

A *hold person* spell doesn't work that way. It only prevents a person from voluntarily moving, and cannot stop the action of the moving water (and the body's natural buoyancy) from bringing the person to the surface, where he can float (and breathe).

I want to create a map as large and as detailed as the map of Deepearth on pages 76 and 77 of the *DSG*. The blank maps included at the back of the *DSG* use boxes. that are too large for mapping at this scale. Is there any way around this?

Doug Niles rolled up into a ball and thought about this one for a while. When he unwound himself, he offered a solution. Take the most suitable map in the back of the *DSG* (probably one of those on page 127) and enlarge it using a photocopy machine. Then, take a straight edge and draw a vertical line between each pair of vertical lines on the blank map (these new lines should bisect the spaces between the old lines). Do the same for the horizontal lines. You have now doubled the number of spaces available for your subterranean world.

How about some guidelines for what constitutes a "shallow descent" and a "(steep descent" (Table 29, page 50 in *DSG)?*

A shallow descent is a slope of less than 15°. A steep descent describes slopes steeper than this.

Aren't the *DSG* grappling hooks (page 56) a bit expensive at 76 gp?

Well, maybe. How does 15 gp sound?

Is it my imagination, or is it too easy to smash a boat to bits in underground waterways (according to the tables on page 48 of the *DSG)?*

It's your imagination. First of all, look at page 47. You only roll on Table 25: Collision Probability if the characters can't see where they're going (if they're covering more distance per round than the distance they can see). Carrying a torch lets the boaters see 30', so there's no chance of a collision in water that's moving 30'/round or less. If a beacon (described on page 56) is mounted on the boat, the characters can see 240' directly ahead of them. That keeps them safe from mishap in any but the wildest waters or in waterways that twist and turn a lot.

The above points aside, traveling totally blind through a medium-speed waterway (up to 120' per round) in a passage 20-60' wide gives the boaters a 10% chance of a collision per round if they cower in the bottom of the boat and hope for the best (if a character with boating proficiency steers, this chance drops to 2%). If a colli-

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sion is indicated, the chance of damage is only 5% for every 30' per round the boat is moving. You roll 1d100. If the result is less than the chance of damage, the boat receives damage equal the damage chance minus the d100 roll result, multiplied by 1% of the boat's hull strength (Table 26: Boat Damage gives a qualitative result in terms of how badly the boat leaks).

To sum up, taking a few simple precautions (having a character on board who can handle a boat, bringing a light source, backing the oars if the water is moving too fast, etc.) gives a good chance that the boat reaches its destination with only a few dents. If anything, the system seems to be too lenient considering that travel occurs in confined quarters, with no natural light, and in usually rough, fast, and unknown waters.

Unearthed Arcana

Our campaign includes an old-style paladin with a long history. With the change from fighter sub-class to cavalier sub-class, we have been arguing over what changes must be made in this character's statistics and background. The character doesn't have the minimum requirements for the cavalier class. Do we have to raise his ability scores so he can fit into the class? Also, the new code of chivalry would change the character drastically. Do we have to assume that the old teachings were part of his background this whole time?

Bringing existing characters into line with new rules is always difficult, but the degree to which this change is mandatory in a given campaign is a matter for the DM and player to decide together. If the DM wants to include the full gamut of new rules in the campaign and wants the characters to conform, the player and DM can discuss the best method of working it out. It is not mandatory that the character change at all; your campaign is your own game, and it can be run as you please. *[There are a few lawful-neutral dwarven paladins running around in certain long-term AD&D® and D&D® game campaigns because of a poorly explained rule in the old Supplement 1, Greyhawk, for the original boxed D&D® game set – RM].*

There are several methods of handling minimum ability score requirements. First of all, though a character must meet the minimum requirements to start out in the class, the character will not lose powers or the ability to progress in the class if those scores are later lowered by some means, such as magic, aging, etc. Therefore, one option is to assume that the character had the requisite scores at the beginning of his career, but they were later reduced to their present status. This process can be rationalized as much or as little as you wish. Or, the DM can rule that the requirements for becoming a paladin in this campaign world were not as strict when the character in question started, but that due to competition the requirements were increased at some later time. That way, the existing character can stay as it is, but new ones would have to conform to the new rules. However, the old character would still be eligible to begin gaining the benefits of the cavalier class at this point due to his status within the campaign world. The cavalier's ability to raise scores through experience can also come in handy; you could make it retroactive if that would help bring the character into line.

As for background, the chivalric code may or may not fit in with your campaign world. If it does not, I would recommend not using the cavalier class at all. If it does, the paladin character should abide by it. But use good sense; paladins behave in a lawful and good fashion, and do not scorn lowly folk in need.

Why can't a dwarf pummel a human using Weaponless Combat System I (page 106, Unearthed Arcana)? Likewise, why can't a dwarf grapple a human or overbear that same person?

System I is the streamlined, simplified method, and it does not allow short characters to pummel larger opponents at all. The reason is simple – the system was designed to be quick and easy. If you want more detail, use System II. In that system, any creature can pummel any prone opponent. Overbearing attacks can be used by a smaller attacker to bring down a larger opponent. So, your dwarf has to knock his human opponent down first, then he can pummel and grapple.

Ω

SAGE ADVICE

by "Skip" Williams

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This month's column focuses on the rules governing the highest levels of D&D® game play: the D&D Masters and Immortals Sets.

D&D® Masters Set

Can a *wall of iron* spell be cast with holes in it, so as to "handcuff" a creature?

No. A *wall* cannot be cast so that a creature is embedded in it. Any magical wall, however, can be cast so as to trap a creature inside an enclosure. In your example, the prisoner could be entrapped in an iron enclosure constructed with a *wall of iron* spell, but the victim couldn't be "handcuffed."

What would the effect of weapon mastery be for a mystic's attacks with his hands?

Mystics cannot gain mastery with their hands. The weapon mastery rules are limited to weapon-using creatures of sufficient intelligence, as explained on page 15 of the *Master Players' Book*.

Would an *anti-magic* shell prevent a mystic from using his special attacks or abilities?

A mystic's special abilities are not magical per se, so they cannot be disrupted by Anti-Magic in any form.

Do mystics get any armor-class bonuses for high dexterity?

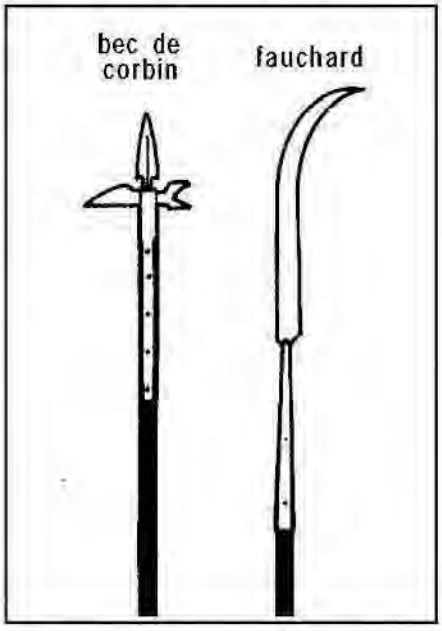
No, the mystic's armor class is derived solely from his discipline. Dexterity adjustments do not apply.

If PCs can become mystics, can they also become thugs or headsmen?

There are no rules for PC thugs or headsmen. You are free to develop your own, but we don't recommend it.

What is a bec de corbin? What is a fauchard?

A bet de corbin looks something like a halberd with a "beak" instead of an axe head; use the halberd rules for this weapon. A fauchard is a weapon much like a bill, doing the same damage.



When do the various dragon rulers appear in play?

These unique creatures generally appear only when the DM decides they should. Otherwise, they sometimes appear as wandering monsters in special areas such as other planes, remote mountains, deep caverns, or other exotic locales.

How about some advice on druid-vs.-druid combat?

The point of druid combat is for the lower-level druid to prove he is worthy to advance to his next level. To do so, he must defeat the higher-level druid in some sort of nonfatal contest. This could be something as simple as a wrestling match (as per the Companion rules) or a more elaborate contest, like "Let's see who can kill the greatest number of adult blue dragons in one month."

What are the Outer Planes, and why aren't they covered in the Masters Set as promised in the Companion rules?

Information on the Outer Planes didn't make it into the Masters Set for a number of reasons, primarily because the author and editors thought this material more properly belonged in the Immortals rules. The Immortals Set explains the Outer Planes as they relate to Immortal creatures. The Astral Plane is a plane linking the Outer Planes to the Inner Planes, and is described briefly in the Immortals rules.

Why do DM-created high-level characters have so little cash?

The amount of treasure a high-level character has (1% or less of his XP total) reflects the making of all possible expenditures and the fact that some character experience comes from defeating monsters, not from collecting cash. To put it another way: Do all the PCs in your campaign have as many gold as they have experience points, or do they usually have much less?

Would a Lawful cleric have to worry about an alignment change if he cast the wizardy spell too often?

Why should he? There is nothing Chaotic (or Neutral or Lawful) about using this spell. It simply allows the cleric to use scrolls with low-level magic-user spells and devices such as wands.

Can the spell create *normal monsters* be made permanent?

Yes. Each monster, however, will radiate magic, and all will cease to exist if the *permanence* affecting any one of them is dispelled. Also, each of the monsters are considered to have one permanent spell and could only receive one more permanent spell (see the spell description). Finally, the created monsters would have to be fed and cared for by the spell-caster, and they are likely to make a nuisance of themselves in other ways (as in *demanding* care and feeding).

When a lycanthrope dies, it reverts to its normal form. What is a lycanthrope's normal form?

Any lycanthrope's normal form is human.

What are "special undead"?

Special undead (such as undead beholders) are constructs and servants of the various Immortals of Entropy (the Sphere of death and destruction).

Can an undead beholder be Turned?

Undead beholders are constructs and can be Turned by clerics as "specials."

A "T" or "D" result only Turns or destroys 2d6 HD worth of undead. Does this mean that undead with more than 12 HD cannot be Turned or destroyed?

A "T" result, or a successful roll on a Turn attempt when one is required, always Turns at least one undead creature, re-

gardless of its hit dice. A "D" result always destroys at least one undead creature. This is also true for both "D +" and "D#" results.

Can a cleric use the weapon mastery rules to learn how to use an edged weapon?

Weapon mastery never allows a character to circumvent class-based weapon restrictions.

Can clerics use the various shield weapons?

All shield weapons are edged weapons — and thus unusable by clerics.

Page 42 of the *Master DM's Book* says that the titanothere is listed in the D&D Expert Set. I cannot find it there.

No, but you can find the titanothere on page 13 of the D&D game accessory AC9, *Creature Catalog*.

D&D® Immortals Set

Can an Immortal character have an armor class better than -20?

No; AC -20 is the limit.

Is there an upper limit on the amount of power, permanent or temporary, that an Immortal character can have?

A Full Hierarch has 15,000 PP; this is the limit for both permanent and temporary power.

If Time is the fourth dimension, what do Immortals — four-dimensional beings — look like?

As the rules say again and again, Time is not a dimension — it is a Sphere. To answer the second half of your question, what an Immortal looks like depends upon who is looking. Humans can only perceive three dimensions, so they are unaware of an Immortals fourth dimension; the Immortal looks like any other three-dimensional being. Immortals look like four-dimensional creatures to other Immortals. I can't explain in this column what four-dimensional solids look like; perhaps a math or physics teacher can help you.

Is it possible for an Immortal PC to become an Old One and then reenter the multiverse?

No. Once a character becomes an Old One, he "wins" and is never again seen during the course of a D&D Immortals game campaign.

Could an Immortal PC *shape-change* into a blackball and cross the Dimensional Vortex?

No, as blackballs have no corporeal body. An Immortal could take the form of a vortex creature with a corporeal body, such as a spectral hound. Anyone crossing the Dimensional Vortex, however, leaves the multiverse — never to return.

What is the Astral Plane?

The Astral Plane is an infinite pentaspace connecting the Inner Planes with the Outer Planes. Like most planes, it has large areas of empty space with widely scattered chunks of matter like our "outer space" has.

When will the Old Ones return to the multiverse?

The Old Ones will never reenter the multiverse during the course of a D&D Immortals game campaign.

What was the Old Ones' "Great Experiment?"

The creation of the multiverse.

What is the final fate of an Immortal character?

There are three possibilities for any Immortal: 1) continue to exist as an Immortal indefinitely; 2) "die" and cease to exist; or, 3) work up through the ranks of the Immortals twice, reaching Full Hierarch twice. In the latter case, the Immortal becomes an Old One, leaves the multiverse, and is never seen again.

What are the sixth and higher dimensions?

These dimensions are the domain of the Old Ones. They are not perceivable by creatures living in the multiverse and cannot be described — yet, anyway.

Where are the Immortals' home planes in relation to the D&D game world?

All of the Immortals' home planes are located across the Astral Plane among all of the other Outer Planes.

Where can I find the abilities of an Immortal's various forms? Why aren't they all listed in one place?

Basic abilities, by form, can be gleaned from the Forms section on page 3 of the *Players' Guide to Immortals* and from sections 2 and 3, on pages 8-21 of the same book. They have been presented this way so that a person new to Immortals play can more easily convert a formerly mortal character to newly acquired Immortal status. A shorthand listing of the abilities such as you have described might become available if TSR, Inc., ever does an Immortals DM's screen, but there are currently no plans for such a product. Finally, a look through IM1, *The Immortal Storm*, by Frank Mentzer, might help you grasp how Immortals' abilities change with their forms.

Can a new Immortal form be created anywhere, any time?

New forms may only be created while the Immortal is on his home plane, although they can be stored anywhere. A new form can be assumed anywhere in the multiverse, but only when there is a form already available.

The rules describe at least three different ways for an Immortal to cross a planar boundary. Does the requirement vary with the direction and exact location of the crossing, or what?

Immortals have three options when crossing planar boundaries: 1) spend 50 PP (or no PP if traveling outward); 2) use *plane travel* with cost adjusted for Sphere; or 3) construct a *gate* with cost adjusted for Sphere. Note that once a *gate* is constructed, it remains open until some outside force closes it. Also, there is no power cost for passing through a *gate*. Ignore any statement in the rules that contradicts this paragraph.

Can an Immortal in a tetraspace use power to cross a planar boundary or create a magical effect?

Immortals in a tetraspace cannot use power to cross planar boundaries, but they could leave the plane through a previously constructed *gate*. They can, however, use power to memorize spells (one spell per round, as long as the power holds out), then cast those spells as a mortal would. Note that spells require at least four dimensions, and direct use of Immortal power requires at least five. If the dimensional requirement isn't met, then the magic in question cannot work, whether related to a spell, Immortal, or artifact.

What, exactly, is interdimensional travel?

Interdimensional travel is the ability to cross into spaces with varying numbers of dimensions. It is similar to interplanar travel in the sense that dimensions have boundaries just as planes do.

Why do mortals gain the ability to see the fourth dimension while in the Astral Plane? Are they then in fact seeing four dimensions? Can this effect be duplicated elsewhere?

Mortals see, at most, three dimensions — usually the first, second, and third. On the Astral Plane, this shifts to the second, third, and fourth. The shifting of dimensional perspective is a unique effect of the Astral Plane. *Wishes* can also be used to shift dimensional perspective "up" or "down" one "notch" per *wish*. It is possible that a mortal using a properly constructed artifact could also make such shifts (DM's option as to the availability and construction cost of such artifacts).

How can an Immortal enlarge his home plane?

Home plane enlargements are made by permanent power expenditure. The cost is

the same as that of moving the plane (*DMs Guide to Immortals*, page 21). This expenditure results in an enlargement of each dimension in the plane equal to the minimum size for the number of dimensions present on the plane (DM's Guide to *Immortals*, page 10). Home planes are always bounded spaces; no amount of power expenditures can make them infinite.

For example, a five-dimensional standard plane extends five trillion miles in each dimension. A permanent expenditure of 640 PP causes the plane to expand 5,000 miles in each dimension (5,000 miles is the size of a microplane, the smallest five-dimensional space there is).

How is nonmagical life created on an Immortal's home plane?

Non-magical life is created by spending permanent power. The Immortal makes a permanent expenditure for a *create monsters* spell of the appropriate type for the creature(s) to be created, with additional permanent expenditures for any unusual abilities the new life-form possesses (*DM's Guide to Immortals*, page 20).

Page 16 of the *Players' Guide to Immortals* gives a method and PP cost to extend the duration of a magical effect, and a different method and PP cost to extend both range and duration. Which is correct?

Use the information on extending both range and duration in the third column on page 16; ignore the information in the second column.

Are the magical effects listed on the inside back cover of the *DM's Guide to Immortals* the only effects usable by Immortals of Entropy?

The inside back cover lists the only powers usable by those Entropy Immortals known as demons, but there are other Immortals of Entropy who can use any magical effect at the appropriate Sphere cost.

How about creating a path to Immortality that favors demi-humans?

There is no path that favors demi-humans, this being one of the many drawbacks of the demi-human classes. If you wish to have a path that favors demi-humans, it should be Polymath since all demi-humans have fighting abilities.

Can a magic-user friend of a character who is following the Epic Hero path to Immortality make the Epic Hero's artifact for him?

An Epic Hero must obtain a major artifact from the Sphere of Thought (see *Master DM's Book*, page 15). No mortal can create an artifact, and no Immortal will create an artifact for a mortal seeking to become Immortal.

Can an Epic Hero have help on his quest?

An Epic Hero may lead a party on his quest, trial, or task (see Master DM's Book, page 15). He must, however, be the unquestioned leader.

Can two Epic Heroes take on the same quest?

Quests, trials, or tasks may never be shared, though they might be repeated.

The Dynast path to Immortality requires the character to find an artifact that will allow time travel — but there is no such artifact given.

Use the artifact rules from the Masters Set to create one. The time-travel power should have a big PP cost — at least 200 PP. Be sure to limit the artifact to prevent abuse of the time travel power; we recommend that a Doom strike the user immediately upon the fifth use of the power. This gives the user the four uses he needs (three for traveling ahead and one to get back) but prevents him from jaunting through time, creating paradoxes with which the DM must deal.

Will an *anti-magic shell, prismatic wall*, or similar barrier keep a blackball out?

No. A blackball simply "eats" anything that gets in its way.

Can creatures such as phoenixes or storm giants become Immortal?

Generally, only humans, demi-humans, and some of the Nightmare creatures (namely diaboli, the Nightmare "humans") can achieve Immortality. Note that diaboli don't usually succeed at being Immortal, due to their chaotic nature. Other creatures who manage to achieve Immortality will have a similar rate of failure for very similar reasons.

What do you do when you become the Full Hierarch of your Sphere?

Such a PC has three options: 1) play out the many duties and obligations of being the Full Hierarch; 2) retire; or, 3) disburse his essence into his home plane, become mortal, and start all over again at 1st level in hopes of reaching Full Hierarch a second time — and so becoming an Old One.

Can PCs become Immortals of the Sphere of Entropy?

The Sphere of Entropy is strictly off-limits to PCs.

Can an Immortal PC opt to become a Hierarch of all the Spheres, since this is actually more difficult than becoming the Full Hierarch of just one Sphere?

Any Immortal who changes Spheres immediately loses all accumulated power (both temporary and permanent) and becomes a Novice Temporal in the new Sphere. The lost power can never be regained except through experience. While an Immortal character could become a Hierarch of each Sphere in this manner (except Entropy, which is off-limits to PCs), the character gets no special benefit from the effort.

Full Hierarchs have the option of disbursing their life forces into their home planes and reincarnating themselves as mortals, thus restarting the struggle toward Immortality. This is not the same as simply changing Spheres, and only a Full Hierarch may do this.

Unearthed Arcana

The book says that a character can assume any profession with a *hat of difference*. Does the power of the *hat* supersede the class restrictions based on alignment, race, and ability score minimums required?

No, on all counts. The *hat* merely allows the character to pursue a different profession; it does not bypass class requirements. If the character does not have what it takes to pursue the desired class, the *hat* does not provide it. For example, an ugly dwarf could not become a paladin or a magic-user simply by wearing the *hat* — neither class is open to dwarves, and the character doesn't have the charisma needed to be a paladin in the first place. Likewise, a chaotic-evil fighter cannot use a *hat of difference* to become a druid; spells would not be granted to an evil character.

A human fighter could use the *hat* to operate as a mage, however, assuming he met the intelligence requirement. The character would have to acquire a spell book before spell-casting would be possible, and spells would have to be memorized normally. Armor could not be worn, and weapon use would likewise be restricted according to the magic-user class while the *hat* was in use. All fighting would be done on the magic-user "to hit" table, not that of the fighter, and saving throws would be those of a magic-user as well.

The cavalier is no longer listed as a sub-class of fighter, but as its own class. What does this mean in terms of the hit point bonus for high constitution? As a non-fighter, the cavalier is only entitled to a maximum bonus of +2 hit points per die, rather than the +4 maximum for fighters.

Treat cavaliers and paladins as fighters for the purpose of determining hit point bonus. A cavalier is entitled to the same bonus as a fighter character with an equivalent constitution score, up to the full +4 maximum. Otherwise, their ability to raise their constitution score would be rather pointless. They are treated as fighters in most other respects, and this case is no exception. Ω

SAGE ADVICE

by Skip Williams

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Please do not expect a personal reply, as we no longer have the time to make them. However, we will do our best to answer as many questions in this column as possible.

D&D® Companion Set

There are no costs given for the new armors introduced in the Companion rules.

Scale mail armor costs 30 gp, and banded mail costs 50 gp.

Can player characters create holy water? How is it done?

This is up to the DM. Generally, this requires a large, specially blessed receptacle and blessed containers. The actual creation requires casting several spells, including *purify food and water*, *bless*, and create water. The exact cost of the implements and the capacity of the receptacle is up to the DM, but keep in mind holy water's standard cost of 25 gp per vial.

Could a group of characters share rulership of a dominion?

A group of characters could jointly rule a dominion, but if the characters are not all of the same alignment, the dominion's confidence level will suffer. The confidence level will also decrease each time the characters argue, as the subjects will not be confident when they see their rulers bickering. The confidence level will really take a plunge if the joint rulers contradict each other on dominion matters.

Since paladins and avengers can cast spells, can they also use wands and staves?

Magical items do not require spell-casters; they require certain character classes. A paladin or avenger is still a fighter and cannot use an item usable only by a cleric, druid, or magic-user.

What is an umber hulk? It's mentioned as a monster with a gargantuan form.

The umber hulk is a monster from the AD&D® game. The hulker, from AC9, Creature Catalogue, page 70 (under the heading "Hook Beast") is similar to the umber hulk.

What happened to the will o' wisp?

The will o' wisp was dropped from the Companion rules due to lack of space; an oversight caused it to be retained in the monster heading on page 28 of the *Dungeon Masters Companion*. See the *Creature Catalogue*, pages 80-81, "Wychglow," for the will o' wisp's statistics.

The *War Machine* gives a combat result modifier for a force that is immune to enemy attacks. Wouldn't such a force simply win?

The modifier is + 150, enough to win in many (if not most) cases. You still have to go through the computation, however, in order to determine casualties and fatigue. Also, there is usually some way for the opponents to harm the force. Lycanthropes, for example, are not immune to fire. It is also possible to defeat a force purely through positioning or maneuvering. A horde of lycanthropes might not be able to take a castle, for example.

How do you create a gargantuan manticore?

Just apply the standard rules from page 32 of the *DMC*. Each of the gargantuan manticore's spikes inflict four times the normal damage and have double range.

What does a *potion of super healing* do?

A *potion of super healing* cures 6-21 (3d6 +3) hp damage.

If druids don't like metal, what do they do with all the coins they find while adventuring?

Druids are not restricted as to the types of treasure that they can keep. A druid will, however, convert metal treasure to "natural" forms of wealth — gems, ivory, etc. — as soon as possible. This makes sense in terms of the druids inclination toward nature and is also logical, since this type of wealth is more portable and easier to conceal in the druid's woodland home.

Drolems are immune to first through fourth level spells, so *protection from evil* cannot affect any of them, right?

A *protection from* evil spell will work against a drolem, its immunity to first through fourth level spells not withstanding. *See the Master Players' Book*, page 8.

I'm having difficulty reading table 10c on page 46 of the *DMC*.

Read the chart as follows: leather, first column; scale or chain mail, second column; banded or plate mail, third column; shield, fourth column. The fifth and sixth columns give the magical plus of the item and the percentage chance of a special ability. Table 10a provides the size, 10b provides the type of armor, and 10d determines special abilities, if any, of the armor or shield found.

How about some more information on interplanar travel? For instance, can characters breathe on the Ethereal Plane? What is found there? Also, how about some information on wormholes? How do wormholes affect movement and combat? Can they be spotted from the Ethereal Plane? If so, how do you break into the wormhole from that plane?

The whole area of interplanar travel was left deliberately vague so that individual DMs could custom-create their own multiverses. The Ethereal Plane, for example, could be a shadow of the Prime Material Plane, complete with ethereal buildings and whatnot, or it could be something else. Characters can breathe on the Ethereal Plane; and usually do not get hungry.

Movement along a wormhole depends on what is in it. It's difficult to go any direction but "with the flow" in an earth wormhole. Otherwise, one can fly, or walk (or climb) along the sides. How easy this is depends on the material in the hole, the speed it is flowing, and the direction you wish to go. Combat in a wormhole poses similar problems. Missile fire is usually difficult, if not impossible, since the missiles get caught in the 'hole's flow and are carried away. Spell-casting and melee might be possible if the characters have some way to keep from being carried away with the flow of matter in the wormhole. There is no up or down in a wormhole. Exact combat penalties are up to the DM. Wormholes themselves are detectable only from the Ethereal Plane (the outside of the hole is seen) or from the planes with which they connect (the vortexes, or the inside of the hole, is seen). There is a vortex at each connection point which either sucks in or spews out matter. The strength and volume of the flow varies from wormhole to wormhole. A wormhole can only be entered at the "ends" on the Prime Material or Elemental Planes, through the vortexes; one cannot break into a wormhole from the Ethereal Plane.

In general, each plane has its own universe. How these universes interact with each other is up to the DM. Ω

SAGE ADVICE

by Skip Williams

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This issue's column takes a look at the AD&D® game's *Oriental Adventures* tome. In the next few columns, we will continue to examine the many aspects of the D&D® Companion, Expert, and Basic Sets. We are open to further suggestions on gaming topics that this column may cover.

Characters and combat

How are height, weight, and starting age determined for Oriental characters?

Use the tables on pages 13-14 and 102 of the *Dungeon Masters Guide*. Korobokuru use the dwarf tables. Humans and Hengeyokai use the human tables. Spirit Folk use the elf tables.

Does a dual-classed character get all the proficiency slots for his new class?

Yes, the character gains all the initial proficiency slots for the new class.

Which Oriental classes are open to females?

All classes are open to women, although certain sects might forbid female shukenja or sohei. Likewise, some sects might forbid male shukenja or sohei.

Can Oriental non-humans become multi-classed characters? Can Oriental humans become dual-classed characters?

There are no multi-classed Oriental characters, as page 28 of *Oriental Adventures* clearly states. Human characters can, however, become dual-classed characters. The rules for Oriental dual-classed humans are on page 28.

Do Oriental characters get experience for monetary treasure?

Oriental characters do get experience for monetary treasure, at the rate of 1 xp per 2 taels.

The *DMG* says that characters who attack at the "3/2" rate will attack twice each odd-numbered round, yet *Oriental Adventures* says that such characters attack twice each even-numbered round. Which is correct?

All characters get their "extra" attacks on even-numbered rounds. When attacking an opponent with only one attack (or attack routine), however, a character with two attacks strikes *first* and *last* just as described on page 63 of the *DMG*.

Does a crossbow specialist using a *crossbow of distance* or *crossbow of accuracy* get an extension of his point-blank range? Will an *accuracy* spell extend point-blank range?

No, on all counts. The point-blank range category is a function of the specialist's skill, not the missile nor the device that propels it. Each magical item or spell works normally in all other respects.

Can a gajin character learn martial arts or Oriental weapons?

Western characters can learn martial arts if they can find an Oriental teacher and if they have a weapon proficiency slot available. Most martial arts masters will be unwilling to take on a gajin student, however. Gajins can learn to use Oriental weapons that are similar to weapons allowed to their classes. A mage, for example, could use a proficiency slot to learn to use shurikens, as these weapons are similar to darts.

Barbarians

What, exactly, is the forest barbarian's rhetoric ability? Isn't rhetoric a little highbrow for uncivilized barbarians? Wouldn't rhetoric be useful as a court proficiency?

According to David Cook, designer of *Oriental Adventures*, the forest barbarian's rhetoric proficiency is the art of long-winded argument. Essentially, the two opponents sit face-to-face, take deep breaths, and talk nonstop. The first one who pauses for breath loses. This proficiency has nothing to do with logic or the elegant use of words, in spite of its name. It is strictly a barbarian proficiency.

One of the forest barbarian's preferred weapons is the harpoon. This weapon isn't mentioned in the rules.

The harpoon is described in *Unearthed Arcana*, on pages 26, 27, and 77.

Bushi

When does a bushi character gain his first armor class bonus?

A bushi gains his first such bonus at 5th level, his second at 10th level, etc.

What is the bushi honor loss for proficiency with a ninja weapon? It's not listed on page 42 of *Oriental Adventures*.

The honor loss is -1, the same as for kensai.

Kensai

How does a kensai learn a martial arts style? Can a kensai select a martial arts style as his secondary weapon?

Kensai learn martial arts just like other characters do. A 1st-level kensai who selects a martial arts style gets the style without spending a slot, and could use his other weapon slot to learn a special maneuver. Yes, a martial arts style is an acceptable second weapon. Remember also that a kensai can add additional weapons or special maneuvers as he gains new slots. The one additional weapon restriction applies only to the three slots the kensai has at 1st level.

Shouldn't a kensai character get the *fast draw* ability with his chosen weapon?

Kensai can learn iaijutsu, but if this ability is taken at 1st level, the kensai cannot take a second weapon.

The rules say that when two kensai are engaged in a psychic duel, only the levels of the kensai affect the outcome. Does this mean the higher-level kensai always wins? What about two kensai of equal level?

The higher-level kensai does not always win. Use the normal procedure, as neither kensai gains a bonus against the other.

Monks

Which attack table do monks use? The book says that they use the thief table, but I remember reading somewhere that they use the cleric table.

All monks attack as clerics.

Do monks get dexterity bonuses to armor class? How about strength bonuses to damage? Does a monk get the AC modifier for his martial arts style?

Dexterity never affects the AC of a monk. Monks never get strength bonuses of any sort when using weapons or martial arts. A monk gains either the armor class of his style (AC modifier applied to AC 10 or the AC of a common style), or the armor class of his monk level, whichever is best.

Do monks get dexterity bonuses to thief abilities?

Monks do get dexterity bonuses to their thieves' abilities; use table 23, page 19, *Oriental Adventures.*

Does the monk weapon damage bonus also apply to missile weapons or martial arts?

The monk damage bonus of 1 hp per two levels applies to both missile and melee weapons, provided that the monk is proficient with the weapon used. This bonus does not apply to martial arts. Use the Additional Martial Damage column of table 21 (*Oriental Adventures*, page 18) for martial arts damage bonuses.

Ninja

Can ninja become dual-classed characters?

No, ninja are already dual-classed characters and cannot become triple-classed. [However, see the article on the genin, a variant, single-classed ninja, in this issue.]

Do ninja have to pay any training costs to their clans?

All Oriental classes pay training costs (see the *DMG*, page 86). Ninja pay training costs to their clans.

Do high-level ninja attract followers or help to train lower level ninja? Does the ninja clan ever gather in one place?

The answers to these two questions depend on what the head of the ninja clan in your campaign wants. There can be periodic gatherings in order to train or to affirm loyalties. Likewise, the clan leader can direct PCs to teach skills to up-and-coming clan members. The DM must play the role of the clan leader and make these decisions.

What are the ninja's dexterity bonuses for falling, disguise, escape, and tightrope walking? Why don't ninja have the acrobat's evasion and attack abilities?

Ninja are not acrobats and cannot use acrobatic maneuvers. There are ***no*** dexterity adjustments for ninja falling, disguise, escape, or tightrope walking abilities; for ninja, these feats are purely a matter of conditioning and discipline, not dexterity.

Since ninja can get dexterity adjustments for picking pockets (*Oriental Adventures*, page 19, table 23), what are their base chances for doing so?

Ninja do not have the ability to pick pockets. The adjustments should apply to ninja-yakuza and yakuza only.

Since all ninja are also bushi, sohei, wu jen, or yakuza, can a character with one of these classes opt to become a ninja using the dual-classed rules?

The ninja is not an independent class. The decision to become a ninja must be made at the start of play. A character who started play as a non-ninja cannot become a ninja later.

Samurai

When a samurai is granted a fief, or when any character's family owns land, how do you determine what the property's resources are and how many peasants live on it?

All of these details are up to the DM. Common sense and what resources are available in your campaign should govern this decision. Pages 31-36 of *Oriental Adventures* give basic information that will help you make decisions about family resources. The population and productivity of an area have to be determined by the DM. The *Dungeoneer's Survival Guide*, *Wilderness Survival Guide*, and *DMG* provide some information. Page 34 of *Oriental Adventures* also has some information, and the WORLD OF GREYHAWK™ Fantasy Setting should provide some useful examples.

Page 22 of *Oriental Adventures* seems to indicate that a samurai can specialize with a katana using only one slot. Does this special ability also apply to the daikyu?

Paragraph two, page 22, is misleading. The samurai uses two slots when specializing with the katana, and must use three when specializing with the daikyu.

Shukenja

The subdual rules indicate that it is preferable for shukenja to subdue their opponents rather than slay them. Does this mean that shukenja get full experience for creatures subdued?

Shukenja are not supposed to be aggressive, except toward evil spirits. They receive half experience for other opponents that they defeat by any means.

Sohei

The rules say that sohei can only use spells of up to fourth level, yet table 62 shows 5th, 6th, and 7th level spells usable by sohei. Which is correct?

Sohei can only use spells up to the 4th level. Ignore the asterisks on 5th-7th level spells; they're errors.

Wu jen

The rules say that a wu jen must have six hours of restful meditation and study with his scrolls in order to memorize a spell. Does this mean that it takes six hours to memorize each spell?

No. The wu jen needs only six hours total to memorize all of his spells, no matter how many spells are learned.

Does the wu jen's second ki power give the character an extra spell, or does it only apply to spells already memorized?

The wu jen must have a spell of the proper level memorized in order to use the second ki power.

Can the caster of a *fire wings* spell use verbal spells while the *fire wings* is in effect?

Yes, purely verbal spells may be cast

when using *fire wings*, but only when the caster has landed or is gliding.

Is the area of effect of a scry spell a flat, circular area or a three-dimensional sphere?

The *scry* spell covers a flat circular radius, although common sense dictates that the area *will* extend into three dimensions (floor to ceiling in a room, for example). This is a judgment call for the DM.

Equipment

How are the various grenades used?

Use the grenade-like missiles charts from the ***DMG***. Dust and pepper grenades affect only one target and require a direct hit. Flash powder and poison smoke grenades must be tossed into a fire to become effective. The effects of each of the grenades are described on page 50 of ***Oriental Adventures***.

What are the encumbrance values for Oriental equipment?

Use the figures for the nearest western equivalent. Rope or clothing, for example, weighs the same no matter where it's made. Grenades are about the size and weight of a vial of holy water.

Monsters

Several monsters are listed as having "standard" intelligence. What does this mean?

Standard intelligence equates to average intelligence (8-10).

Do kappa get a damage bonus as well as a "to hit" bonus for high strength?

The kappa's damage bonus is subsumed in the damage range listed. They do get the "to hit" bonus, just as the description states.

Martial arts

How does a character with a martial arts skill gain special maneuvers?

Each special maneuver learned requires one proficiency slot, no matter what style is used or what other maneuvers or weapons are known.

Table 69 *(Oriental Adventures*, page 102) seems to indicate that a created style has a maximum of two attacks per round. Is this correct? If so, why does karate allow three attacks per round? Is karate off-limits to PCs?

Yes, created styles have a maximum of two attacks. PCs can learn any of the styles listed on page 101. Karate does allow three attacks per round. The common martial styles listed on page 101 were not created using the rules on page 102. Each is unique and cannot be recreated or modified using the rules creating new styles.

How does a character learn a weapon-related martial arts style? Does he have to be proficient with the weapon first?

A weapon style is learned just like any other style; the weapon is part of the style and does not require an additional slot. Only martial arts weapons can be used with a weapon style. If a character wishes to be proficient in more than one martial arts weapon, he must learn a separate style for each weapon. Ω

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AD&D® game: *Oriental Adventures*

How much does it cost to build Oriental structures? Where can I find building plans for such structures?

The cost for an Oriental-style structure is the same as a comparable structure in a western campaign (see the *DMG*, page 107). Oriental "paper wall" construction costs about the same as wooden construction (85% -100% depending on the quality of the paper construction), but is more expensive to maintain (150% of maintenance costs). Try your local library for information on architecture, ask the librarian for books on any of the following subjects: castles, the Middle Ages, medieval warfare, medieval architecture, Oriental architecture, Japanese feudalism. The bibliography on page 144 of *Oriental Adventures* gives a few specific titles to ask about. See also the two reference-book articles on the Oriental world in this issue of DRAGON® Magazine.

What are art objects? How much are they worth? How do you determine the value of gems found in an Oriental campaign?

Art objects include calligraphic manuscripts (usually poetry), paintings, porcelain, statuettes of semi-precious stone, and other such objects. Use the jewelry table on page 26 of the *DMG* for the value of art objects, and the *DMG* gems tables (pages 25-27) for gems.

What are the movement rates for Oriental watercraft? What are the movement rates for Oriental land vehicles?

Oriental watercraft have the same speeds as their western counterparts (see the *Wilderness Survival Guide*, page 44, Table 25). The same holds true for land vehicles — when they are available. Wheeled vehicles were rare in most of the ancient and medieval Far East and virtually nonexistent in Japan until the modern era arrived.

Will TSR, Inc., be publishing an Oriental supplement to the WORLD OF GREYHAWK Fantasy Setting?

There are currently no plans for such a project. The current series of *Oriental Adventures* modules are assumed to be based in the FORGOTTEN REALMS™ campaign world, though they could easily be transferred to Oerth or another campaign world.

When can special maneuvers be used? For example, can a character with *prone fighting* skill use a katana while prone?

Martial arts special maneuvers may be used only in conjunction with the character's style; a katana is not a martial arts weapon and cannot be used with any martial arts style or special maneuver. However, common sense dictates that the special maneuvers from the mental and physical training category can be used any time, unless their descriptions state otherwise.

Is there a duration for the *iron fist* special maneuver or a limit to the number attacks it can be used with in a single round?

Duration is irrelevant, as *iron fist* is used but once per round. If the principle body part used in the style is the hand, then each attack does 1-10 hp damage. Otherwise, one of the character's other attacks does 1-10 hp damage. In either case, 1d10 from the maneuver replaces the style's base damage.

How does the form of a style (hard, soft, hard/soft) affect which special maneuvers can be used?

The principal method of the style, not the form, determines the style's special maneuvers (*Oriental Adventures*, page 102). Each special maneuver on page 70 is labeled for use with one of the forms — information which might be helpful when assigning "out of method" special maneuvers; just match the chosen maneuver to the form of the style.

The rules say that special maneuvers must be learned in order, yet the common martial arts styles skip some of the maneuvers in several categories. Why is this so?

Any style's special maneuvers are learned in numerical order, no matter what groups they are from (as per *Oriental Adventures*, page 102). In tae kwon do, for example, Movement 5 is the last maneuver learned; the character does not have to (and, in fact, cannot) learn Movements 1-4, because they are not part of his style.

The *leap* maneuver requires a "to hit" roll — but against what armor class?

The "to hit" roll is normally vs. AC 10, but the DM may alter the armor class rating to reflect a particularly dangerous or difficult circumstance, such as bad footing, poor visibility, or a confined space. Magic and dexterity do not alter the "to hit" roll in any way.

D&D® Companion Set

Couldn't a character use a riding horse in a joust? Even an encumbered horse can charge, so a riding horse can be barded.

Encumbered horses can still charge. A riding horse, however, simply doesn't have the strength, stamina, or temperament to participate in a joust — barded or not. Such an animal is far too undisciplined and skittish to be counted on in combat. Since it is not trained for combat, physically or mentally, a riding horse will not be able to charge hard enough to dismount a skilled opponent even if its rider hits with his lance. Furthermore, it is likely to check (stop dead in its tracks) when the opposing horse charges, or swerve to avoid the other horse. Anyone who tries to enter a mere riding horse into a joust will become the butt of many jokes, and will lose the joust in the bargain.

How is a drolem constructed? What is the cost?

This would require a magical *Book of Drolem Creation* and at least 25,000 gp for materials. Some portion of the required materials should be impossible to obtain except through adventuring. Since the book is not in any of the treasure lists, the DM or a PC must create one.

How are *illusory walls* created?

The individual DM must decide. There can be a high-level illusory *wall* spell, or they can be constructed with a rare magical item, or simply a *phantasmal force* of a wall made permanent with a *permanence* spell. Ω

SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., write to:

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This column continues our focus on the D&D® game, with a look at the Masters and Expert Sets. Future columns are open to questions on the AD&D®, TOP SECRET®, GAMMA WORLD®, STAR FRONTIERS®, and MARVEL SUPER HEROES® games, as well as any other TSR™ game products.

D&D® Masters Set

A horse's natural armor class is 7. Why, then, does leather barding also give a horse an armor class of 7? What's the point of using leather barding?

Use the following table for equine armor classes:

Barding type	AC
Joust	-1
Field	1
Plate	2
Banded	3
Chain	4
Scale	5
Leather	6

The encumbrance and cost of each type of barding remains unchanged (see the D&D® *Masters Players' Book*, page 15).

What is the effect of a light catapult on a castle? How about on creatures?

Light catapults and other siege engines are covered in the *Masters Players' Book*, pages 23-32.

What exactly are the differences between light crossbows and heavy crossbows?

Light crossbows have ranges 60/120/180 and can be fired once per round. Heavy crossbows have ranges 80/160/240 and can be fired once every two rounds unless the user has an 18 strength, in which case the heavy crossbow may be fired every round. Light crossbows cost 30 gp and have an encumbrance of 50 cn. Heavy crossbows cost 40 gp and have an encumbrance of 70 cn. See the *Master Players' Book* (pages 17, 18, and 20) for more information.

If a bastard sword is used one-handed, does the user still lose initiative?

You lose initiative when using the sword two-handed, but not when using it one-handed. See the *Master Players' Book* (pages 19 and 21) for more details.

What is a *war hammer, +3 boomerang*? Can it be thrown?

Yes, it can be thrown. See the *Master Players' Book*, Weapon Mastery Section. The war hammer is listed in the Weapons Charts under "Hand-Held Weapons Rarely Thrown." A *war hammer, + 3 boomerang* is just what the name implies -- a + 3 weapon that returns to the user when it is thrown. Use the war hammer statistics from the Weapons Charts in the *Master Players' Book* (pages 20-21) for range and damage.

D&D® Expert Set

How much damage does a lance do? Can thieves use lances?

A lance is a one-handed weapon, and it is usable by thieves. Note, however, that a lance can be used only from the back of a charging mount. In all other cases it is treated just like a spear (except that a lance cannot be thrown). A lance does 1d10 hp damage when used from the back of a charging mount.

What is a javelin and how much damage does it do?

A javelin is a light throwing spear. It does 1d6 hp damage and has the following ranges: 30/60/90.

The combat charts on page 29 of the *Expert Rulebook* show saving throws different from what the individual character listings show. Which is correct?

Page 29 is correct.

The water movement chart on page 43 of the 1983 *Expert Rulebook* shows some split numbers on the Miles/Day column. Why is this, and which numbers should I use?

The split number indicates a craft with both oars and sails. The number before the slash is for movement with oars only; the number after the slash is movement with sails and oars.

How much food is actually gained when foraging or hunting?

Each foraging character finds enough food to sustain himself for one day if the foraging is successful. Each hunting character obtains enough food to sustain two people for one day if the hunt is successful. Actually amounts of food collected vary widely, depending on what sort of food was found.

What is the special damage done by storm giants?

A storm giant's special attack is its ability to call down lightning, as per page 50 of the *Expert Rulebook*.

What are a roc's saving throws?

A roc saves as a fighter of 3rd, 6th, or 18th level, depending on its hit dice (see page 55, *Expert Rulebook*).

Does a *lightning bolt* always expand to its full length if it strikes a solid object before going its full distance? Or does it "double back," possibly leaving the caster unharmed? Or does it bounce like a billiard ball, flying off at an angle from the object it struck?

Your first guess is technically correct and in common use. A *lightning bolt* has a fixed length and width, and it must expand to its full length just as a *fireball* fills its fixed volume. That is, a *lightning bolt* is always 60' long and 5' wide. If it hits a solid object, it extends back 60' from the point of impact in a direct line to the caster. If the caster is less than 60' from the point of impact, then he gets fried.

Some DMs prefer the "billiard bounce" method. Here's some advice if you decide to use it: 1) The angle of incidence equals the angle of reflection. 2) The bolt might strike a target more than once if it bounces around a confined space, but the bolt can only deliver its stated damage, never more. For example, a 22-hp *lightning bolt* that hits a character three times still only delivers 22 hp, or half if the character saves. You may opt to have the character save each time the bolt strikes, taking the worst result. This method can lead to some sticky situations; take extra care to adjudicate them fairly and accurately.

The *invisible stalker* spell is subject to considerable abuse in my campaign. Isn't this spell overpowered?

An invisible stalker always tries to subvert any long and onerous mission that it is given. If told to serve a character until he dies, a stalker might promptly fetch the character's slippers, run his bath water, and do the dishes, but will refuse to fight, track, or carry treasure. Personal servants, after all, are domestic in nature. If ordered to protect a character and keep him from all harm, the stalker will try to carry the character off to the Elemental Plane of Air, the stalker's home plane, where protecting the character will be much easier. Ω

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D&D® Expert Set

When using the polymorph self spell, how large or small can the caster get when he changes? Also, what happens to the caster's items when he changes?

The only limit on forms given in the rules is on hit dice, so the caster could turn into anything from a huge dragon to a microbe. We suggest, however, that you place reasonable limits on size. For example, anything from an elephant down to a small songbird keeps the spell useful but prevents your players from getting silly. Items carried become part of the caster's new form unless he sets them aside before changing or uses a form that could reasonably carry the equipment. For example, a change to a sparrow would cause all items to disappear; clothing would become the birds feathers, weapons its claws, and so on. These items reappear when the spell ends. If the caster became a hobgoblin, he could still carry all his equipment just as he could in normal form.

How many times per day can a hellhound breathe fire?

There is no limit on the total number of times that a hellhound can breathe fire, but it may only breathe when the dice roll given in the 1983 *Expert Rulebook*, page 51, says it can breathe fire.

Wouldn't continuous hacking with weapons keep a troll from regenerating? Would simply hacking the troll into several pieces and keeping the pieces separated keep a troll from regenerating?

If the troll's "dead" body is struck, the extra damage temporarily negates regeneration. The troll is still alive, however, until it is burned, even if it is reduced to small cubes or if large pieces are kept separated. If kept apart over two weeks, all but the largest piece dies; the largest piece then slowly grows into a whole new troll. You might have severed pieces of troll attack the characters who are holding them, just to spice things up a bit. The novel *Three Hearts and Three Lions*, by Poul Anderson, has an excellent fight between a party and a troll. Reading it gives a good feel for what fighting a troll should be like. Note that decapitation will not kill a troll.

Will a *remove curse* spell actually make a cursed magical item into a useful item?

If the item is actually a beneficial item that is cursed, then removal of the curse produces a useful item. If the item is enchanted to be harmful in the first place, a *remove curse* won't help. See the 1983 *Expert Rulebook*, page 58, for guidelines.

How can a character keep an intelligent sword with an alignment different from his own if it damages him every time he touches it? Also, wouldn't such a sword do extra damage when it hits a character with an alignment different from the sword's and wielder's?

Handling the sword carefully in order to examine or transport it (e.g., wrapping it up or carrying it in gloved hands) does not cause damage. Any attempt to wield it or determine its exact powers does cause damage. An intelligent sword will not cause extra damage to a character of a different alignment if it is being held by a character of the swords alignment.

Geas and *quest* spells are much abused. For example, couldn't an evil magic-user geas a character to never attack him? Couldn't an evil cleric do a similar thing with *quest*?

A quest must be a specific and finite task; the victim must be able to take actions that will bring about the end of the quest, or the spell has no effect. A geas is similar to a *quest* in that it must be specific. "Never stand while I am sitting." is a long-term request, but it is specific enough for a *geas* spell. "Serve me until one of us dies" is either too general for a *geas* spell or possibly fatal for the caster, if interpreted literally so that the caster is "served" to a tribe of man-eating giants. "Never attack me" is potentially suicidal for the victim if the caster attacks him, and will reflect back to the caster (see the 1983 *Expert Rulebook*, page 161.

Can a quest be removed with a dispel magic or remove curse spell?

No. Only completion of the task or a reversed *quest* spell removes a properly worded *quest*; *dispel magic* and *remove curse* will not.

Can a remove *quest* be used to remove a geas? Can a magic-user *geas* a quested character to forget about his quest?

Reading the rules strictly, *remove quest* will not rid a character of a geas; the victim has to find a magic-user to do it. A *geas* that forced a character to ignore a *quest* has to be considered directly harmful (because the *quest's* curse would then apply) and would also be ineffective. In short, *quests* can only be removed by clerics and *geas* spells can only be removed by magic-users.

If you are refereeing your own game, you might assume that the two spells are similar enough so that the reverse of one will negate the other – with chances for success based on the levels of the characters who cast the spells. This does not match either the spirit or the letter of the rules, but it is close enough to be considered reasonable.

I want one of my characters to build a stronghold. What do I do? How much will it cost? How long will it take?

First of all, you must decide how much the character wants to spend on the stronghold. There is a table of construction costs on page 23 of the *Expert Rulebook*. Time of construction (in game days) is also given on page 23. You should work out the exact floor plan of the stronghold with your DM.

If you are having difficulty coming up with a floor plan or you do not understand some of the terms on page 23, a trip to your local library should help get you started. Ask the librarian for books on any of the following subjects: castles, the Middle Ages, Medieval warfare, or Medieval architecture. Also refer to those D&D or AD&D® game modules which your referee allows you to see which also detail castles and fortresses. DRAGON issue #86 detailed a huge castle named Great Stoney, complete with 3-D fold-up materials and floor plans. Issues of DUNGEON™ Adventures could be helpful here as well, as might the AD&D game's Dungeon Masters Guide, pages 106-110.

The rules say that the cost to build a wall is normal up to 30' high, but double above that. What is the base cost to build a wall, and just how big a wall do you get for the money?

You appear to be referring to page 52 of the 1981 edition of the *Expert Rulebook*. The passage you have quoted refers to the cost of building a castle wall. The base costs for walls and other constructions are given in the table on the same page. Dimensions are also given here. This same

(continued on page 37)

(continued from page 16)
information is given on page 23 of the 1983 edition of the *Expert Rulebook*.

Why was the method for calculating Will scores changed in the new Expert rules? As it stands now, a fighter who wants to exchange ability score points to get a high strength will have a difficult time controlling intelligent swords.

The "old" D&D Expert Set used strength and wisdom because the original D&D game by Gary Gygax and Dave Arneson used strength and intelligence to determine the Will score. Since wisdom, not intelligence, determines the power of a character's personality, the editor decided to change intelligence to wisdom when the Expert Set rules were first compiled. The "new" D&D Expert Set takes that logic a step further; the struggle between character and sword is mental, not physical, so we use the character's two mental scores. Now players have to make a choice about creating their characters: gain high strength for extra experience and more damage right from the start, or keep the intelligence and wisdom scores in case the character is lucky enough to find a magical sword. The D&D game is a game of choices, and they aren't always easy ones.

The missile fire table *(Expert Rulebook*, page 29) shows the ranges for a sling as being 40/80/160, while a short bow is listed at 50/100/150. Surely the sling listing is in error.

The range of a sling is 40/80/160. A sling actually out-ranges a short bow but is less accurate at long ranges. Thus, a greater portion of the sling's total range falls into the "long" category.

The rules say that ships without sails have only a 20% chance to ride out a storm. Don't galleys have sails? If so, don't they have an 80% chance to ride out a storm?

Galleys do have sails, but they also ride very low in the water and have ports cut into their sides for their oars. Thus, a galley has as much difficulty in a storm as does a ship without sails.

Why do saving throws and thief abilities get worse in the 1983 edition of the Expert *Rulebook*?

The "old" D&D Expert Set was prepared at a time when no one knew how far the D&D game system was going to go. These rules allowed certain character abilities to improve far too quickly, leaving little room for further advancement and development. The "new" Expert Set was prepared with the D&D Companion and Masters Sets in mind. If you plan to go no farther than the Expert Set, you can use the old rules. Otherwise, use the new rules. Ω

SAGE ADVICE

by Skip Williams

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This edition of Sage Advice focuses on questions of an unusual nature — some of them quite odd, but all of them interesting.

Where can I get cardboard figures for use with fantasy role-playing games?

TSR's two Dragon Tiles fantasy play aids contain cardboard figures. Their stock numbers and titles are: 9121 Dragon Tiles 1 and 9145 Dragon Tiles 2. Look for them at your local dealer. If you can't find them locally, you can order them through the TSR Mail Order Hobby Shop, PO. Box 756, Lake Geneva WI 53147.

I have a player who cheats — I think. He never misses a saving throw, seldom misses with an attack, and never "mins out" by rolling low scores. Recently, he made a "successful" roll for divine intervention. Also, every character he brings into my game is loaded with money and magic that I don't think he earned. What should I do?

Cheaters tend to spoil things for everybody. Try these solutions: Make sure you or at least two of your trustworthy players witness every die roll the player makes. This will virtually eliminate cheating in that respect. You can fix the other problems by just putting your foot down. As DM, you decide if and when a deity shows up to help your PCs. Don't let a player tell you otherwise. If you don't want the deity to appear, it doesn't. If you allow a die roll, roll the die yourself. The same holds true for treasure or magic. If you think a character has too much of either, don't allow it into the game, no matter where the player says it came from — whether you believe him or not. Bust doesn't enter into this — only what you think is reasonable. Remember: Your word is law in your game. You should try to be fair, consistent, and entertaining, but after that, what you say goes.

One of my players wants to have a baby; what should I do?

Your question had me momentarily confused. If one of your players wanted to have a baby, you, the DM, should be the last person she should talk to.

I take it that you mean that one of your players would like his or her player *character* to have a baby — an event that certainly requires the DM's involvement. I suggest that you handle it discreetly "offstage." There is no reason to play out having a baby; just assign a percentage chance each game month that the mother gets pregnant. The chance should never be higher than 36%; you can increase the chance slightly if one of the parents is an orc or half-orc, and you should decrease it if one of the parents is an elf of any type.

Once the mother is pregnant, you must determine how long before the child is born. The gestation period for humans is nine months. This is the proper period for most man-sized creatures. Gnomes and halflings might require shorter lengths of time. In nature, the length of gestation depends on the birth weight of the baby, not on the lifespan of the species. The mother will have to refrain from adventuring during the last half of the pregnancy, and adventuring after the birth will be difficult at best.

You may decide to introduce a few random factors such as a survival percentage for mother or child, or the possibility of a miscarriage. You're on your own there — just keep the chances small, if you use them at all.

My male paladin wants to marry a chaotic-evil lady magic-user. Is this okay or does he have to marry another (female) paladin?

This question is actually very complex. To answer it fully, we would have to define marriage itself. This would require a philosophical treatise of considerable length. To keep things short, let's make a few assumptions.

1. The marriage conforms to the Western definition of the term.

2. The paladin in question belongs to a sect or church that allows its paladins to get married in the first place.

3. The paladin in question has not taken some kind of vow that might prevent him from holding up his half of the marriage.

Whether or not these assumptions are correct depends upon the circumstances in your campaign. If they do apply, there is no particular reason why your paladin can't marry anyone he chooses. Remember, however, that all paladins are strictly lawful good. They are likely to run into trouble if they choose mates who are not also lawful good. Indeed, marrying a chaotic-evil character might actually cause the paladin to lose his paladinhood. Diving headlong into a relationship with such an unpredictable spouse is a chaotic act, and promising to support, shield, or even obey an evil character suggests at least tacit approval of the character's beliefs and activities, and is evil in itself.

On the other hand, it is possible for some sects to place any number of restrictions or requirements on their paladins' marriages. This is up to your DM. In the end, it is up to your DM to decide if a marriage is acceptable.

What does "TSR" stand for?

TSR doesn't really stand for anything, any longer. The letters were taken from the initials of the parent company, Tactical Studies Rules. Tactical Studies Rules no longer exists; only TSR, Inc. remains.

Will TSR publish my module?

TSR works with published authors only. If you haven't been published, try the POLYHEDRON™ Newszine (if you're an RPGA™ Network member); or DUNGEON™ Adventures. Be sure to write for guidelines and send a query letter first.

I have two players who are always getting into arguments during games. They argue about rules, treasure splits, mapping — you name it. Needless to say, witnessing these arguments is not fun for me or my other players. What should I do?

Players who argue a lot probably shouldn't play together. If this isn't feasible, start dealing with the problem before the game begins. Tell the players ahead of time that you don't want them to fight.

During the game, try to shut the players up before an argument starts. Try to anticipate what the argument will be about, and make a ruling on it, then make both players stick to it.

After the game, explain to the players that their fighting is spoiling the game for everyone else. If the two players just don't like each other, they have to be made to understand that you — the DM — won't tolerate personal arguments during the game. When they argue about the rules, make them understand that you — the DM — make decisions about the rules.

How do you fight a black dragon? Spells don't work on them, and they're made out of acid.

Black dragons are not made out of acid; they simply use an acid breath weapon. Spells affect dragons just as they affect other monsters — if a dragon fails its saving throw, the spell affects the dragon. Dragons are also vulnerable to weapons.

How long, in real time, does it take for a character to reach 9th level?

The answer to this one depends on how

often you play, with whom you play, and whether or not you are really following the rules. In some Lake Geneva campaigns, it would take you about a year to reach 9th level if you played the same character once or twice a week.

I'm trying to locate two older TSR modules, the solo modules M1 and M2. Where can I find them?

These two products may be obtained by getting in touch with the Mail Order Hobby Shop. Write to the address given in the first question in this column and ask for prices and a catalog.

How do you pronounce the word "myrmidon"?

Myrmidon is pronounced MUR-mi-don. The "ur" is sounded like the "ur" in cur or burr. The "mi" is like the "mi" in miss.

When will the next of your STAR FRONTIERS® modules come out? How about Volume Ii of *Zebulon's Guide to Frontier Space?*

There are currently no plans for more STAR FRONTIERS game products.

Will there be a D&D® boxed game set or rules supplement covering the Old Ones?

There are no plans for any further D&D boxed game sets or rules supplements. However, D&D Immortals Set modules might Cast some light on this subject in future releases.

What happened to the D&D™ cartoon?

The D&D cartoon was the victim of the network's annual program selection process. The network simply decided not to renew the cartoon for another year. If you want to know more, write to the CBS television network.

What do I do if my players want to split up an adventuring group, say to save game time (and spell duration) when mapping a section of dungeon? I've tried just alternating between groups, but whenever one group meets a monster the other group rushes to join them.

There are a couple of ways to deal with this. The first is to make the party stay together — just say "no" when they want to split up. The second is to play along normally, alternating between groups. This means only one group plays at a time, but at least they can watch each other play. If one group gets into trouble, there is really nothing wrong with the other group rushing to the rescue — fantasy literature is filled with nick-of-time rescues. Or you can tell the other group that they don't know the first group is in trouble, and are not allowed to come to the rescue. They may think twice about splitting up after they see half their party slaughtered. Of course, smart players might find a way to discover that their comrades are in trouble; if it's legitimate, let them help. Clever solutions to sticky problems are part of role-playing games.

The third solution is to conduct each group's adventure in secret. This is the least satisfactory because one group has nothing to do while you DM the other — but it keeps the players from learning things that they shouldn't. The boredom that the nonparticipating players suffer may discourage them from splitting up in the future. It might also cause them to quit your game.

Running a D&D game requires you — the DM — to make difficult decisions such as these. Ultimately, you must make them on your own.

What does "1d10" mean? What does "d%" mean?

"1dl0" means roll one 10-sided die. "5d10" means roll five 10-sided dice. That is, the number before the "d" is the number of dice and the number after the "d" indicates the number of sides each die has. The abbreviation "d%" indicates percentile dice: that is, roll two ten-sided dice, reading one die as tens and one die as ones in order to get a number between 1 and 100 (00 = 100). The term "d%" is also expressed as "d100!"

I've just moved and I can't find a new campaign. I own a couple of solo adventures, but they don't match the levels of my characters.

By any or all of the following:

1. Try out TSR, Inc.'s solo modules and ADVANCED DUNGEONS & DRAGONS® Adventure Gamebooks. You'll probably enjoy them, even if the characters in them are not the level that you wish to play.
2. Ask local book stores and hobby shops that carry TSR products to let you post notices asking for a DM.
3. Consider placing a classified ad in a local newspaper.
4. You might consider joining the RPGA Network. The Network is a TSR-administered worldwide club of role-playing gamers. One of its services is to help get gamers together. Membership information is obtainable from: RPGA Network, PO. Box 509, Lake Geneva WI 53147 (ATTN: Membership Director).

How can I find a store that sells D&D games and accessories?

Look in your local Yellow Pages (if you haven't already) under: Hobby; Hobby Stores, Retail; or, Books. Your local library probably has out-of-town phone directories which will include yellow Pages for towns near you.

What is a Sphere of Death?

There is no object or item called the "Sphere of Death." The AD&D® game has a magical item called the *sphere of annihilation*, found in the *DMG*. In the D&D Immortals Set, the Sphere of Death is the same as the Sphere of Entropy, one of the five metaphysical Spheres that control all things in the multiverse of the D&D game; the other spheres are Matter, Energy, Time, and Thought. See the D&D Masters and D&D Immortals Sets for a more complete explanation.

What does "NSA" mean?

"NSA" refers to swords, and means "No Special Abilities." In other words, the sword is unintelligent and does not have an ego or any extra powers.

Where can I find reusable hex sheets for making game maps?

The TSR Mail Order Hobby Shop sells laminated sheets with 25mm hexes on one side and 25mm squares on the other. One can draw on them with overhead projector pens or other water-soluble markers, then wipe them clean for reuse. This product is called a laminated hex sheet; its stock number is Z-10500, and it costs $5.00 per 21" x 34" sheet. This product is *not* in the catalog, but can be ordered by mail.

What is a murder hole?

A murder hole is an opening in a ceiling, usually in a fortification, from which a defender can attack an intruder with a spear or other long, stabbing weapon. It is very hard to return an attack made from a murder hole. In the D&D game, a murder hole provides the attacker with full cover (-4 AC bonus). In the AD&D game, a murder hole provides 75% cover (+7 defensive adjustment).

My players want to roll their own dice. Do I have to let them?

No. The DM is free to establish whatever "table rules" he wishes. Most players will enjoy the game more, however, if they are allowed to make their own die rolls. If you are worried about cheating, you can still allow players to make their own rolls but require any roll to be witnessed by at least two other players.

My regular D&D gaming group has grown to 12 players. Do you have any suggestions on how to handle so large a group?

The key to handling any group of that size is organization. Make sure that you have a summary of each character's statistics, spells, and items at hand. This quick-reference material will eliminate delays. When a melee develops, ask each player in turn (using some form of PC initiative system or by simple round-robin selection) for his character's actions. Don't allow the players to speak out of turn. Using figures to illustrate the party's marching order and each character's position when melees occur will also help.

Can the DM also play in a role-playing game?

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DMs should not be players in their own campaigns; they are supposed to be neutral and disinterested people who control the action, resolve conflicts fairly, and try to make sure that everyone has a good time. The DM may control NPCs who join a party and act like PCs, but this is not the same as playing. When playing in someone else's campaign, a DM is just another player; he has no special rights or privileges.

Why wasn't the STAR FRONTIERS game included in the game-to-game conversion section of the *Dungeon Masters Guide?*

The STAR FRONTIERS game was published after the *DMG*. Conversions between the two systems are difficult, since they are so dissimilar. Your best bet is to assign AD&D game statistics to STAR FRONTIERS' characters and weapons (or vice versa) on a case-by-case basis. Your own judgment must suffice; just be as consistent as possible.

How many points of strength or constitution will a PC gain if he spends nonadventuring time exercising?

Officially, none. All character classes are assumed to exercise to a degree appropriate to their professions. The less-physical classes fill in their nonadventuring time with study and mental exercises. Note that the cavalier class, as given in *Unearthed Arcana*, can improve some of its characteristics over time.

How thick and strong is a 50' rope?

The average adventurer's rope is probably 9/16" hemp (judging from the encumbrance rules). Such a rope has a "parting strength" of 3,450 lbs., if it is in good condition. Doug Niles, author of the *Dungeoneer's Survival Guide*, notes that when used to abruptly halt a free fall, a rope's effective strength can be as little as 10% of its maximum.

What do I do when a PC is tortured? No player is willing to give information no matter what happens to his character.

Torture is not part of the game for two reasons. First, it gives nonparticipating onlookers the wrong idea. Second, spells like *charm person*, *suggestion*, and *ESP* are more effective for extracting accurate information. In the early Renaissance, it was found that victims of torture were prone to say what they thought their tormentors wanted to hear rather than the truth. If you must include torture in your game, have the victim make a save vs. petrification, adjusted for wisdom once per turn, hour, or day depending on the intensity of the torture. Failure indicates that the victim has broken down and will talk. Do not play out the gory details. Veracity should be no higher than 80% (and should probably be much lower).

How old is the D&D game? Who were its first players?

The D&D game was first published in 1974. The earliest group of players came from a gaming club called the Lake Geneva Tactical Studies Association. It evolved out of a set of fantasy supplement rules for tabletop miniature wargaming, published as the CHAINMAIL game in the early 1970s.

I've been trying to locate information on the swords *Durandal* and *Excalibur* so that I can include them in my campaign. I haven't had much luck. Will you help?

Assigning game statistics to legendary weapons is mostly guesswork. A Lake Geneva campaign gives *Durandal* the abilities of a *long sword* +4, *defender* which cannot be broken. The DM's reasoning is that Durandal means "inflexible," and these abilities seem to fit the name.

As for *Excalibur*, this sword is listed in *Legends & Lore*, page 18, as a lawful-good *sword of sharpness*, +5. A brief explanation of this sword follows under the heading of King Arthur. For more details on either weapon, refer to the descriptions of each provided in *Le Morte d'Arthur* by Sir Thomas Malory (for *Excalibur*) or *Le Chanson de Roland* (for *Durandal*).

How about some guidelines on character wills?

Wills, of course, have to be written before death; furthermore, the beneficiary of the will gets only the wealth and magic that the dead character has actually left behind at his residence, or that which is recovered. If the character died in the remote lair of a huge dragon, for example, either the dragon or the character's companions will have the character's money and equipment. The dragon certainly won't be willing to give them up and the characters might not either.

You can put other limits on wills. One common limitation is that the beneficiary be a 1st-level character that is rolled up at the time the will is made. The new character starts with only his inheritance; he has no other money or magic. The character might be higher than 1st level, but he still has no money of his own. He might even have to pay an inheritance tax (10-40% is the common range).

When a map has a hex grid (hexagons instead of squares), and the scale is 24 miles per hex, what does this really mean? Is the distance measured from the centers of opposite sides or from opposite corners?

In most games, the distance across a hex is measured from the center of one side to the center of the opposite side. This is the case in the D&D and AD&D games.

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SAGE ADVICE

by Skip Williams

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How do you fight a thousand draconians? This month, "Sage Advice" investigates the BATTLESYSTEM™ fantasy combat supplement for the AD&D® and D&D® game systems – and provides some useful information for beleaguered Knights of Solamnia. Page references, unless otherwise stated, refer to the blue BATTLESYSTEM rulebook.

What are the battlefield effects of infravision and ultravision? Which monsters have these abilities?

Page *59* of the ***Dungeon Masters Guide*** gives the effects of infravision and ultravision outdoors. Most subterranean monsters and humanoids are assumed to have infravision, even if not otherwise noted. Most demi-humans also have infravision; see the individual character race descriptions and monster descriptions. Ultravision is a rare ability; see the individual monster descriptions to determine if a creature has ultravision. Some Lake Geneva campaigns gift dragons with ultravision, since they can "see equally well in daylight or darkness" (***Monster Manual***, page 29).

When a unit encounters a wall or barrier, must it cross the obstacle at a right angle, or can it cross at any angle?

An obstacle can be crossed at any angle. The unit crossing the obstacle pays the movement penalty and must go to open order, no matter what angle is adopted when crossing the obstacle.

How do you determine if a unit is completely in or just at the edge of a woods? Is the entire unit considered to be at the edge if just one figure touches the edge?

Only the status of individual figures matters when a unit is in or near a woods. A figure is at the edge of a woods if any portion of the figure touches the edge. Otherwise, the figure is either completely in or completely out of the woods. Thus, a unit could be half-in and half-out of a forest, with some figures on the edge.

When can enemy archers shoot at a hero? Can opposing archers "sharpshoot" at a hero – that is, shoot at only him when he is with a unit, or alone and engaged in melee with a unit?

If the hero is actually attached to a unit (in command or fighting with it), archers cannot pick him out. If the figure is not attached, he can be a target. A hero in melee with a unit can't be fired on because the unit he is fighting is a much bigger target than he is – besides, the hero's foes might be your own allies.

Certain characters and monsters in the AD&D game have a natural ability to detect *invisible* creatures. How does this work in the BATTLESYSTEM supplement – is it an automatic ability?

According to page 60 of the ***DMG***, the ability is almost automatic. A creature is "exposed to invisibility" if attacked by an ***invisible*** creature, actually looking right at the ***invisible*** creature, listening carefully for movement, etc. There are so many distractions on a battlefield, however, that no unit or hero can detect an ***invisible*** 1:1-scale figure unless given orders to do so and told where to look – that is, the player in charge of the opposing unit or hero must state that an attempt to locate an ***invisible*** foe is being made and where the figures are looking. If a unit is looking, roll once for the whole unit. Only the hero or unit that successfully makes the detection roll can "see" the ***invisible*** creature(s), although others may be told where to look. ***Invisible*** figures of greater than 1:1 scale, however, have a chance to be spotted if they simply cross a hero's or unit's line of sight.

When do heroes check morale? If a hero routs, who can rally him?

Heroes do not check morale using the BATTLESYSTEM supplement rules, and do not rout. If an NPC hero (or other single figure) is faced with a total disaster or extreme peril, he may flee or disobey orders according to the morale rules on pages 36-37 and page 67 of the ***DMG***. It is best to have a neutral referee decide when NPC heroes check morale or obedience.

When a unit is forced into open order due to a failed morale check, does it pay a movement cost? When can it return to closed order? What happens if the unit is still in melee? What is the effect on a unit that has performed a wrap-around? Since wrap-around forces the unit into open order, wouldn't the unit rout immediately?

The switch to open order is automatic; there is no movement. Melee or wrap-around does not effect the change. The unit simply spreads out. This has no effect on the melee other than to reduce the number of figures in base-to-base contact. Units that perform wrap-arounds are not forced into open order until after the melee. If morale failure forces them into open order before that, there is no effect.

Where exactly will routing units go if there are enemy units between them and their own lines? Do they run toward their heroes or commanders? What happens if a routing unit encounters an impassable terrain feature such as a river?

Routing units move away from the cause of the rout along the path of least resistance. They go toward the point at which they entered the playing area, avoiding obstacles and enemy units along the way. When a routing unit encounters terrain that it cannot cross or enter, it moves along the edge of the feature in the direction that takes it away from the enemy.

What happens when a unit that has performed a wrap-around suffers a rout? Do the figures scatter? Or does the unit pay movement cost to "unwrap," then rout directly away from the enemy?

Generally, the whole unit routs in the same direction. It doesn't have to "unwrap" because it does not change formation. The main body of the unit routs directly away from the enemy, and the figures on the flanks follow.

Is there any way to stop a routing unit other than rallying it?

No, a unit continues to rout until it rallys or leaves the board.

Do routing units have to pay a movement penalty for the about-face required to turn their backs to the enemy? Do they pay terrain costs when they move through woods or up hills?

Routing units do not pay for the change of facing. They ignore terrain modifiers as long as the terrain is passable.

If a routing unit's path takes it past several commanders or heroes, can each commander attempt to rally the unit?

There may be only one attempt to rally a unit per rally phase, the number of commanders present notwithstanding.

General note on routs: There are so

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many variables affecting the actions of a routing unit that it is impossible to cover every possible situation. Players and referees must apply some common sense when adjudicating routs; just remember that a routing unit wants to get away from whatever caused it to rout, and will try to exit the battlefield at the same point that it entered.

The illustration on page 11 ([7.8]) of the BATTLESYSTEM rulebook shows a wheeling movement and gives the movement cost as 5". Can a unit perform a double wheel and go twice as far, or half a wheel and go only half as far?

There is no fixed cost for wheeling; you have misinterpreted the example in the rules. A wheeling unit pivots on one of its "corners," the cost of the wheel being determined by the total movement of the figure that is farthest from the pivot point. A unit may wheel as far as its movement allowance allows. The 5" cost shown on page 11 is just an example.

Can magic spells be disrupted by missile fire or melee in a BATTLESYSTEM supplement as they can be in a normal adventure?

Attacks during the initial missile phase will not disrupt spell-casting because spells are cast later in the round. For missile fire in the magic and missile phase, simply make an initiative roll (this is separate from the roll in the initiative phase); spell-casters losing this roll have their spells disrupted if they are struck by missile fire (a single spell-caster that is with a unit is immune to missile fire, like any other hero). Spells are cast before melee, so a unit cannot disrupt a spell by fighting the spell-caster. Note, however, that another hero can launch missiles or melee attacks at a spell-caster and keep him occupied until the duel is over. See page 18 of the rulebook for more details.

The rules give movement penalties for crossing walls and other obstacles. Is it possible for a unit to move along the top of a wall? What are the movement penalties for doing so?

A figure or unit can move along any terrain feature that has space to hold it and strength to support it. The penalties for such movement vary from case to case. Decide if such movement is possible and what the penalties are before the game.

Can mounted spell-casters use their spells while their mounts are moving?

Flying or riding spell-casters must have a stable platform in order to cast spells. If using a fly spell, the spell-caster must be hovering or "coasting." A land mount must be stationary for spell-casting. Some common sense applies to this rule. A *carpet of* flying, for example, is stable as long as it isn't performing violent maneuvers, and a howdah will be stable if the creature it's strapped to isn't routing or charging.

What do you do when the total number of melee casualties inflicted on a unit exceeds the total number of figures that the unit has in melee (base-to-base) contact with the enemy?

According to designer Doug Niles, a unit must always remove all casualties inflicted during melee, even when the number of casualties exceeds the number of figures in melee contact. A unit in any kind of formation always fills gaps during melee (see pages 9-10 of the rulebook)

How much damage does the spell *insect plague* do in a battle?

Insect plague does no damage in the BATTLESYSTEM supplement rules. It just creates an obstacle and causes units to rout or check morale (see the *Players Handbook*, page 50).

Does the *insect plague* spell have any effect upon heroes, monsters, or units made up of creatures with more than 2 HD?

Any unit inside the *insect plague* must check morale each round if the unit's creatures have 5 HD or less. Individual heroes and characters are affected normally, suffering damage and obscured vision.

How can 1" -wide BATTLESYSTEM supplement counters defend a castle wall?

Rules for handling sieges are included in module DI. 8, *Dragons of War* (TSR 9141). If you don't want to buy the module, simply build or draw your fortifications to the BATTLESYSTEM supplement ground scale and place your figures or counters on them, one counter deep. This is unrealistic, but it's the easiest way to use fortifications with the game. If you're a stickler for accuracy, place the counters one counter width apart from each other. This represents each counter's personnel spread out along the wall. A unit deployed in this fashion is still considered to be in closed order.

What is THAC0? How do I find it?

THAC0 is an acronym for the phrase "To Hit Armor Class 0." You get the THAC0 number from the combat tables of the AD&D or D&D game rules. Just look on the appropriate attack table and take the numerical entry required to hit AC 0.

What happens when a unit on a forced march comes into contact with an enemy unit? The rules seem to indicate that something terrible is supposed to happen.

A unit cannot execute a forced march if the forced march will bring it into contact with an enemy unit. How this restriction works out in practice depends on the situation. For example, a unit with a movement rate of 12" can make a forced march of up to 18". The unit cannot use a forced march to make melee contact with an enemy unit that is more than 12" worth of movement away. If the unit makes a forced march and comes into contact with an enemy unit before it has exceeded its normal 12" movement rate, it loses its 6" forced march bonus as it must follow rule [7.8] on page 11; the unit suffers no other penalties. If a unit making a forced march can see an opposing unit that lies just beyond the marching unit's normal movement limit, the marching unit comes to a halt at the limit of its normal movement rate (the troops are assumed to have stopped to catch their breath before melee). However, if the unit accidentally runs into a hidden or *invisible* unit after it has exceeded its 12" movement, it is stopped and ambushed by the hidden force. In the melee phase, the hidden force gains the initiative and inflicts damage on the moving unit before the moving unit can return the attack.

The seventh-level druid spell *changestaff* creates a 12-HD treant that loses hit dice when it takes damage. How is this "staff/treant" treated in the BATTLESYSTEM supplement rules?

The resulting creature enters the battle as a 1:1-scale figure, and uses the hero rules on pages 17 and 18 when attacking. The staff/treant is a single creature, but it acts only as commanded by the druid and cannot act independently, nor can it animate normal trees. If attacked, the staff/treant's statistics are altered as appropriate from round to round.

If the rules say that a figure can take two wounds before being killed, does this mean that a figure can suffer two wounds, with the third wound killing it?

No. The second wound kills the figure.

The text describing a change of facing on page 11 does not seem to match the accompanying diagram. If the unit on the right did a left-face, wouldn't the relative positions remain unchanged? The actual result looks more like a wheel.

You are correct. A change of facing does not alter the relative positions of the figures in the unit. The figure labeled "MV COST 1/3 MV ALLOWANCE" should be replaced by a unit figure exactly like the one to the left of it, but with arrows pointing off to the right.

Rule [7.8] seems to indicate that a unit can perform a wrap-around during the movement phase even if it does not have the initiative. Is this correct?

No. Rule [7.8] (page 11) applies only to units that move into base-to-base contact with an enemy unit during their own movement phase. Movement under this rule is not the same as wrap-around movement as described under rule [7.11] (page 12). Figures in a unit moving under rule [7.8] may not change direction in any way once even a single figure in the unit makes base-to-base contact with the enemy. The figures can only move straight ahead.

When is a melee round finished? Do units that come into contact simply fight until one of them routs or is annihilated?

A melee (game) round is over when each side has made one attack (remember that melee attacks are assumed to take place simultaneously). If there are still figures in base-to-base contact after this, move on the next phase of that BATTLESYSTEM supplement Game Turn. A battle is finished when one side is either destroyed, routs, withdraws, or is otherwise rendered incapable of continuing the fight.

How do you include a PC in a unit? Is he one of 10 people in a particular figure or is he the eleventh? How does the PC affect the unit's AR?

The PC or NPC hero does not belong to any particular figure in a unit; he is an extra assigned to the unit as a whole. A hero affects a unit's AR or other statistics only when he is averaged in with the rest of the unit when the unit's roster is prepared (see page 5). This must be done before the game starts. This is not a very good way to use a hero. If this is done, the hero does not fight on his own. The unit's improved stats account for the hero's presence. Most heroes who fight with units attack separately according to their own AR, using the rules on pages 17 and 18.

Do woods effect melee?

No, but they do prevent units from charging.

Can missile fire occur in woods if both the target and the attackers are within the woods?

No. The tree trunks, leaves, branches, etc., get in the way.

What exactly does the prohibition against premeasurement mean? Do players have to describe their units' actions in minute detail before placing the ruler on the table?

Detailed descriptions of a unit's actions are not necessary. The premeasurement rule is there to prevent players from using their rulers as aids to decision making. For example, a player cannot measure the distance between his unit and an enemy unit, then decide not to try to charge the enemy unit because the distance is too great. In this case, the player would have to move his unit as close to the opposing unit as its normal movement allowance will take it.

The rules list bonuses for flank and rear attacks. What prevents opposing units from simply running around behind their enemies and attacking them from the rear? Wouldn't the defending unit just turn around to face the enemy?

Units in the BATTLESYSTEM supplement can't just run around to the rear of enemy units in order to gain combat bonuses. The movement rules on pages 11-13 make this a virtual impossibility. Units can't simply turn around to face an enemy who attacks from the flank or rear, as large numbers of people don't react as quickly as individuals do. There is no penalty for returning a rear attack – only a bonus for making a rear attack. Some creatures in the defending unit can turn around to return the attack, but this disrupts the unit and makes defense more difficult.

Do heroes have to pay movement costs to change facing? If not, what prevents them from simply turning around when attacked from behind, or running around behind a unit or another hero to make a rear attack?

Heroes change facing for free. Heroes can make end-runs around units and attack them from the rear if they have enough movement. When a hero is attacked from behind, he remains with his back to the enemy for one attack at most. If an opposing hero tries to run around him and attack from the rear, it can be assumed that he turns to face his attacker as long as he knows the attacker is there.

Does the AD&D game's third-level, magic-user spell fireball get larger outdoors? That is, does the size of the *fireball* convert from feet to yards outdoors? Page 73 of the *Players Handbook* seems to indicate that this is the case.

The area of effect of all AD&D game spells remains the same outdoors as indoors (1" = 10'), but the range of the spells increases, from 1" = 10' indoors to 1" = 10 yards (30') outdoors. The reference to "yards" in the spells description is completely in error.

When figuring the BATTLESYSTEM supplement point cost for heroes, what do you charge for psionics? How much for each major and minor ability?

There is no fixed cost for major or minor psionic disciplines. The referee (or the players, if there is no referee) must decide which spell or magic item each ability approximates; the point cost for the ability is the same as the equivalent spell or magic item. Since most disciplines are usable as long as the character possessing them has psionic strength, treat them as innate spell abilities (100 points per spell level).

How far can an elf or other woodland creature see in woods?

Page 21 of the rules says that elves and other woodland creatures can see and cast spells up to 6" away. Other creatures are limited to 1".

Dragons can use their breath weapons as both pass-through fire and split-fire. In which phases can dragons use their breath weapons?

A dragon (or other creature with a breath weapon) may breathe during the missile and magic phase, or during the movement phases if it uses pass-through fire or split-fire. Breath weapons and other effects that are usable only once per round are not usable during the initial missile phase.

Could a dragon using split-fire stay put, breathe, then move half its movement allowance? What about other units capable of split-fire?

A bow-armed unit could do exactly what you describe simply by firing during the initial missile phase, but a dragon could not. You must decide how strictly to apply the split-fire rule – strictly speaking, a split-firing unit must move half its movement, fire, then complete its movement. You can, however, be a bit more flexible than this. Many miniatures players allow split-firing units to use their missiles any time before the half-move mark; if you use this rule, it is best to limit the unit to one-half a normal move after it fires, as you have suggested. Note that in this case the split-firing unit could move less than half a move at the owning player's option.

What are the effects of the various "draconian deaths" in Krynn, the DRAGONLANCE® saga world – particularly the Baaz turn-to-stone, the Bozak explosion, the Kapak acid, and the Sivak flame deaths?

The Baaz ability is ignored during mass combat (entrapped weapons are soon freed, and secondary weapons can be employed), but it does affect character vs. character combat. Bozak, Sivak, and Kapak effects cover areas so small that they usually cannot affect an entire figure, and thus can be ignored. In the event that they do cover an entire figure (see page 23), they generate 10 dice of damage for each draconian figure eliminated (wounding a draconian figure produces no effect) and are treated like any other magical attack. In any case, the Kapak acid remains behind, forming a barrier 1/3" deep (extending back from the point where the melee took place) and as wide as the figures that produced it. This acid damages units or figures that cross it or stand in it. Such units suffer one die of damage for each creature that contacts the acid (if any part of a figure touches the acid, all creatures in the figure are considered exposed).

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SAGE ADVICE

by Skip Williams

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This column goes back to the basics — the D&D® Basic and Expert Sets, that is — with advice for novice Dungeon Masters and players.

How should experience be divided among PCs after an adventure?

It is best to divide any experience award equally among all the characters who started an adventure — even if a few of them were killed and cannot collect any experience. This has two advantages. It provides an incentive for keeping all characters alive, since their "cut" of the experience is otherwise lost; and it discourages the practice of killing other party members at the end of an adventure in order to increase the survivors' experience awards.

How much damage does a two-handed staff do? How is it different from a one-handed staff?

A staff is always used with two hands. Its base damage is 1-6 hp *(Expert Rulebook,* page 19). A "one-handed staff" is just a club.

What is a-concealed door?

A concealed door is a door or portal that has been physically hidden from view. The portal could be behind a bookcase, covered with a layer of paint or plaster, or simply hidden behind a curtain. This is not the same as a secret door, which is constructed so that it appears to be something else entirely.

Can a good creature such as a gold dragon be convinced to join a party of adventurers?

Gold dragons generally have their own business to mind and rarely join parties of adventurers. If the party is trying to perform a great good deed, however (such as rescuing an important person, driving off a particularly evil wizard or monster, or other heroic and self-sacrificing task), a gold dragon might be persuaded to join the group, provided that: the dragon thinks that the mission is important; at least 90% of the PCs are of lawful alignment (and none are chaotic); and, the dragon is offered a generous share of any treasure gained on the adventure. If the dragon is very young, this would have to be a share bigger than what is given any particular PC; the older the dragon, the more it would demand, so that a dragon of adult age or older would have to be promised the majority of the treasure. Apply these same principles to requests for aid from other good creatures.

How can the effects of yellow mold spores be removed?

The effects of yellow mold spores can be removed with a *neutralize poison* spell *(Expert Rulebook,* page 8).

When can ability-score points be exchanged?

You may only switch ability-score points when you're generating a character. Once a character starts play, you have to leave his ability scores as they are. You might, of course, find certain magical spells or items that allow you to alter your character's scores (or alter them without your consent!), but this is up to your DM.

My dictionary defines a crossbow as a device for hurling rocks or arrows. Is this correct? If so, why can't clerics use crossbows, since rocks are blunt weapons?

Your dictionary is correct. Crossbows were sometimes used to hurl small rocks and similar bulletlike projectiles, but this was not very common because quarrels had much better range and ability to penetrate heavy armor. The only reason rocks and such were used in warfare at all is because they were cheaper and easier to find than quarrels. If you want to use this option in the D&D game, reduce the range by one-third and the damage to 1-4 (light crossbow) or 1-6 (heavy crossbow) when using pellets or stones.

It might interest you to learn that blunt arrows and quarrels were invented in the late Stone Age and are still used today. They kill birds and small game (like squirrels) without mangling them and rendering them inedible.

In any case, bows and crossbows are still off-limits to clerics. Clerics are too busy studying spells to have time to learn the use of these weapons. This limitation is also desirable from the point of view of game balance. Keeping such missile weapons out of the hands of clerics gives players a reason for choosing fighters or demi-humans.

How long is a melee round? Exactly how many times can a character or creature attack during a melee round?

A D&D game melee round is 10 seconds long. A creature gets the number of attacks listed in the "Attacks" row in its description each round. A character may make one attack or cast one spell each round (except for high-level fighters and demi-humans, as per the Companion Set).

How do you determine how fast a character can move?

Movement for characters is given on the Encumbered Movement Rates Table on page 30 of the Basic Set *Players Manual.* A character who is exploring a dungeon normally moves a number of feet per turn according to his encumbrance (see "Normal Speed" column). If the character gets into a fight, he moves fewer feet per round ("Encounter Speed"). The character may run at the rate given in the "Running Speed" column, but he can't map, fight, cast spells, or do anything except run.

What is the difference between chain mail and plate mail armor?

Chain mail consists of padding covered by a mesh of steel links. The mesh protects the entire body. Plate mail is padding covered by light chain, with solid plates of metal covering the torso, shoulders, and limbs. Elbow and knee guards are also found with plate mail.

What are the abilities of the different kinds of elves found in the D&D game?

There is only one kind of elf in the D&D game, just like there is only one kind of human. You might introduce racial subtypes for all the races for the sake of variety; I recommend that you keep any differences superficial, so that any subtype of each race still uses the same rules.

I remember an article in DRAGON Magazine that said elves make the best archers of any fantasy race. Why, then, don't elves get some sort of bonus when firing bows in the D&D game?

Opinions expressed in the DRAGON Magazine are not official unless labeled as such. The author of the article you read was fully entitled to express his opinion about the quality of elven archers, but that does not affect the D&D game, however. The author was probably referring to the AD&D® game, in which elves are quite different from those in the D&D game.

The reason elves in the D&D game don't have a special ability with bows is game balance. Elves in the D&D game already have a lot of abilities, such as infravision, immunity to ghoul paralysis, and the ability to cast magic-user spells while wearing armor. Elves can also fight almost as well as fighters. This is quite enough to put them on a par with the other character classes.

What, exactly, is encumbrance?

Encumbrance is simply the amount of treasure and equipment a character can carry. Encumbrance is measured in units of weight equal to one coin (cn). The more weight carried, the slower the character moves. The table on page 30 of the Basic Set *Players Book* gives character movement rates at different encumbrances. The tables on page 19 of the *Expert Rulebook* gives weights in coins for various equipment. If you are not using the Expert Set, assume that each fully equipped PC has normal (400 cn) encumbrance.

When a character uses a *wand of magic detection* or a *wand of enemy detection*, who can see the glow when a magical or unfriendly object is revealed? How long does the glow last?

Any character who can see the object(s) revealed can see the glow. If the view is obstructed by a solid object (such as a chest), not even the user can see the glow. This means that a camouflaged creature spotted with a *wand of enemy detection* would appear as a glowing spot under the camouflage. Anything spotted by a wand glows for one round.

Which monsters have infravision?

All monsters, except normal animals and creatures who don't have eyes (such as green slime), have infravision. Note that eyeless creatures have ways other than sight to detect prey and enemies, and they function equally well in light or darkness.

Is a character using infravision still subject to gaze attacks, such as that of a medusa?

Yes, the character with infravision can "see" the medusa.

Can a character using infravision see undead creatures?

Yes, they appear cold (blue) and can only be seen dimly. Optionally, skeletons might have the same temperature as the room around them, thus being "invisible" to infravision.

Can a character using infravision see invisible creatures such as a magic-user using an invisibility spell or ring? Could the character see a thief hiding in shadows?

An invisibility spell or ring also defeats infravision. Infravision might reveal a thief hidden in shadows. If there is a heat source nearby (a torch or fire), infravision is spoiled and the thief remains hidden. If there is no heat source, infravision reveals the thief.

Can a character with infravision use a mirror to look around a corner?

Only with great difficulty. Mirrors do not reflect infrared light very well. Only creatures who are very close can be seen in the mirror, and only if there are no other heat sources nearby.

Do character levels equal hit dice? For example, can a 5th-level magic-user be affected by a sleep spell? According to the monster lists, humans have only one hit die.

Levels equal hit dice in this case. The 5th-level magic-user (or any other character of 5th level or above) in your example is immune to *sleep* spells.

Can PC magic-users or elves add spells that they find into their spell books?

Yes, PC magic-users and elves can copy spells from scrolls or "captured" spell books into their own spell books. In either case, the copied spell disappears from its original scroll or book when it is copied into the PC's book.

The DM can impose time or money requirements on copying spells into books. The section on destroyed spell books (*Expert Rulebook*, page 26) is a good guide.

What is the penalty for a cleric using an edged weapon or a magic-user using a sword?

No character will willingly use a weapon that is not allowed to his class. No penalty need apply — just don't allow it. In a life-or-death situation, a character might be allowed to pick up a restricted weapon — violating the principles of one's profession is better than being dead — but this would have to be a desperation move, and you should assess hit-roll and damage penalties. I suggest -4 to the hit roll and -2 to damage (1 hp damage minimum).

What is the highest level a character can attain?

All human classes are limited to 36th level. The demi-human limits are: Dwarf 12, Elf 10, and Halfling 8. Demi-humans can gain extra skills after they have reached maximum level. The D&D Expert, Companion, and Masters Sets cover the higher levels of play.

What is the best saving throw a character can have?

The lowest possible saving throw is a 2. No matter how high a character's level and how many magical protections he has, a roll of 1 always fails a save. There is no best saving throw — just a successful one.

What do "1-in-6" and "2-in-6" mean?

The term "1-in-6" refers to one chance out of 6, or a roll of 1 on a six-sided die (1d6). Similarly, "2-in-6" means a roll of 1 or 2 on 1d6.

If a human had a child by an elf or dwarf, wouldn't the offspring be a half-elf or half-dwarf? Why aren't there rules for such characters?

The D&D game does not consider crossbreeds, mostly for reasons of simplicity. Since introducing a new demi-human character type would require constructing a whole new character class, we don't recommend trying it. When dealing with characters of mixed parentage, the DM should decide if the races in question could have children in the first place, then treat the character the same as a full member of one race or the other. Most human/demi-human crossbreeds should be treated as humans.

How many hit points does a character regain when he eats his rations?

None. Characters have to eat to stay alive. Food provides sustenance but does not heal wounds.

How do you determine a character's hit points at 1st level? When a character gains a level, how do you determine his new hit points?

At 1st level, roll the character's hit die and adjust for constitution (see the Basic Set *Players Manual*, page 50, 1983 edition). Some DMs allow 1st-level characters to reroll the first hit die if 1 hp is rolled, since 1 hp characters usually don't survive their first adventures. When a character gains a level, he gets a new hit die (except after "name" level). Simply roll the new die, adjust for constitution, and add the total to the character's old hit points.

Exactly how much food does a pack of iron rations contain?

A standard pack of iron rations lasts one week. It is up to the DM whether this equates to 7, 14 or 21 meals — I suggest 14 (two meals a day).

Can a character turned to stone by a medusa ever be turned back?

A wish from an item or powerful spell-caster will restore a "stoned" character. Generally, however, petrification is removed by the sixth-level magic-user spell *stone to flesh*. It takes a magic-user of at least 12th level to cast this spell (see the Expert Set).

How many experience points are normal and giant rats worth?

A normal rat has an experience-point value of 1; a giant rat has an experience-point value of 6.

What is the armor class of a sprite?

A sprite has an armor class of 5.

How long does a character who drinks a potion of gaseous form stay in gaseous form?

The character remains gaseous as long as the potion lasts; a potion of *gaseous form* has the standard potion duration 7-12 turns, or 70-120 seconds.

Do breath weapons and other area effects (like *fireballs* from the Expert Set) hit automatically?

Breath weapons and other area effects require no "to hit" roll. Creatures in the area must save against the attack or suffer its full effects..

Exactly which weapons can a halfling use? Which weapons can dwarves use?

Halflings are too small to use normal-sized weapons such as regular swords, and they may not use two-handed weapons. Weapons usable by halflings include: whip, club, war hammer, mace, short sword, blowgun, bola, short bow, light crossbow, sling, hand axe, dagger, throwing hammer, javelin, spear, and trident. All of these weapons are from the various D&D boxed sets. If the rules that you are using don't include all these weapons, ignore them for now.

Some Lake Geneva campaigns allow halflings to use regular one-handed weapons (such as swords) as two-handed weapons. A halfling using a normal weapon this way would do standard damage, but could not use a shield and would automatically lose initiative. This is a variant.

Dwarves can use any weapons except long bows and two-handed swords.

How do you run missile fire?

You run missile fire the same way you run melee. Just remember the missiles' rates of fire and range modifiers.

Is there any way to regain lost hit points except the *cure light wounds* spell?

Resting can also restore lost hit points. One full day of rest restores 1 hp. After a full week of rest, the character regains 5 hp for each day thereafter. A full month of rest restores all lost hit points. Characters are assumed to sleep, eat, and drink as necessary while resting.

Is there anything special about holy symbols, or are they just "window dressing?"

Holy symbols are not magical items and do not have any extraordinary properties or powers. It is generally assumed, however, that a cleric must have his holy symbol to cast spells or turn undead.

Are creatures that are immune to normal weapons also immune to paralysis? Are undead monsters immune to paralysis?

Paralysis can effect any creature that fails its saving throw against it.

Can a character wear just one of a pair of *gauntlets of ogre power* and gain increased strength in only half of his body?

Both gauntlets must be worn in order to gain any benefit at all.

How many charges does a rod have?

Rods in the D&D game are permanently enchanted items, unless the rod's description states otherwise. They don't use charges.

How do you determine the encumbrance of a miscellaneous magical item?

It is the same as a normal item of the same type, unless the item's description states otherwise.

How do you determine the experience-point value of a monster?

If you have 1983 edition books, the experience-point value of each monster is calculated for you; award experience points for each monster defeated. If you are using the experience-point chart in-

stead (Basic Set *Dungeon Masters Rulebook*, page 12), start with the base value for the monster's hit dice, then add the bonus for any special abilities (once for each asterisk).

I don't really understand how to keep time or why time keeping is even necessary.

There isn't really much to understand about time keeping in the D&D game. In fact, if you are a player, you don't have to worry about it at all.

The basic unit of time in the game is one turn, which equals 10 minutes. The other unit of time in the game is the round, which is 10 seconds long. Both turns and rounds represent game time that passes for the player characters — not for the players. Game time is "make believe," just like everything else in the game, and has no relationship to real time.

You have to keep track of game time so that you know when your player character needs to rest, and when any spells that he casts will run out. You keep time by simply keeping track of what the PC does, and recording the rounds or turns that are used up as a result. Exactly how much time a PC uses depends on what he does. Exploring a dungeon requires that a PC move about; how much time this takes depends on how fast he can move. In a fight, each character can normally make one attack or cast one spell per round. Overland travel is generally measured in game days; this is more fully explained in the Expert Set.

Time keeping can be easier if you mark off units of time as they are used. There is a sample time track in the Masters Set *Master DM's Book*, as well as a whole set of time charts in "Time Flies . . ." by Lisa Cabala, in DRAGON issue #123.

Will a character turned into a vampire retain any character abilities? Can such a character still use his magical items? Can lycanthropes carry or use magical items?

A character turned into a vampire or lycanthrope becomes a monster under the DM's control, unless the character's fate is changed by a *wish*. Whether or not the new vampire retains any of his former abilities is up to the DM.

A vampire can wear or use any magical item that it could have used in life (although it couldn't use wands, staves, or scrolls unless it has retained magic-user abilities). Lycanthropes can use magic while in their human forms, but they discard and ignore any items carried when they take animal form. A lycanthrope always takes animal form when it attacks or is attacked.

SAGE ADVICE

by Skip Williams

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This month, "Sage Advice" dispels some monster mysteries that have baffled DMs in AD&D® game campaigns.

General information

Will a monster join a character party if invited?

Possibly, if its reaction is favorable and it has something to gain from joining the party. An evil monster might join in order to get an opportunity to turn on a party unexpectedly.

Is it possible to get a captured monster to change its alignment?

Intelligent monsters might very well "turn a new leaf" if given the opportunity. The change of heart might not last, however. This depends on how well the monster is treated and if its lot is really improved by the alignment change.

Certain monsters have no listed hit dice, only a fixed number of hit points. How do you figure out their effective hit dice for things like saving throws and combat ability?

Unless the creature's description states otherwise, divide total hit points by 4.5 to get hit dice.

Where are monsters' psionic abilities explained?

In the *Players Handbook*, starting on page 110, and in the *Dungeon Masters Guide*, starting on page 76.

Miscellaneous monsters

What weapons will work on an ochre jelly?

None. An ochre jelly splits into smaller creatures when struck by weapons.

How do you determine if a weapon striking a gray ooze corrodes?

Have the weapon roll a save vs. acid (see the *DMG*, page 80).

The *Monster Manual* says that golems can be hit by magical creatures that have as many as or more hit dice than the golem. What is a magical creature?

This is a limitation on the Creatures Struck Only By Magic Weapons table found on page 75 of the *DMG*. In order to affect a golem, a creature must have an attack equal to a magic weapon of the appropriate bonus and have hit dice equal to or greater than the golem's. For example, a flesh golem is struck only by +1 or better magical weapons. A werewolf, being itself struck only by magical weapons, is the equivalent of a +1 weapon according to the *DMG* table. However, it has only 4 + 3 HD and the golem effectively has 9, so the werewolf cannot harm the golem.

Is there any way to fight a phase spider without magical aid? Can the victim of a phase spider return the attack even if no one else can?

A phase spider can phase in, attack, and phase out before its opponents can strike if it has the initiative; otherwise, it may be attacked normally. Phase spiders go to the Ethereal plane when they phase out, so ethereal beings can attack them.

Does a giant or other large monster get strength bonuses?

No, not unless the creature's description says it does. Monsters' strength bonuses are usually subsumed in their damage ranges. For special encounters, you can assign monsters weapon types and damage ranges (DRAGON issue #109 contained an article on giants' strength bonuses and weapons), but be sure to alter their experience-point value if you do.

Most giants can catch missiles; what missiles can they catch?

Giants have a chance to catch boulders hurled by other giants or by siege engines. They cannot catch arrows, ballista bolts, or other compact and streamlined missiles.

Can humanoid monsters use wands and other magical devices?

No, but witch doctor or shaman types (if allowed for the humanoid race in question) can do so; see page 40 of the *DMG*.

Can humanoid monsters use weapon specialization?

No; weapon specialization is for the fighter class only. I suppose, however, that some very extraordinary and rare humanoids might actually have fighter training, and so could specialize.

If a spell-caster eats obliviax containing spell memories, can he exceed his normal spell load? When a character gains spells from the moss, at what level are they cast? Also, the *Monster Manual II* says that failing a save vs. poison after eating the moss will cause a character to become very ill. What are the game effects of this illness?

Spell-casters can exceed their normal memorized-spell maximums and even cast spells from other classes, providing that the save is successful. Any spells gained are cast at the level of the character who lost them to the moss, as decided by the DM. The effects of the illness are up to the DM; I recommend that the afflicted character suffer the loss of 1 hp and one point of constitution per turn. If the character should reach zero hit points, he dies immediately; if his constitution drops below three, he becomes totally incapacitated until the illness passes (see the *Monster Manual II*, page 96). Constitution points are regained at the rate of one point per turn after the illness passes, but the damage remains until cured or regained through rest.

Do *hold* or *charm person* spells work on draconians from the *DRAGONLANCE*® *Adventures* world of Krynn? Do rangers get giant-class damage bonuses against them?

Draconians are not giant-classed monsters, but they are "persons," and the two spells you mention do affect them.

How many eggs do dragons lay in a single clutch? How much time passes between the laying of clutches?

This is not difficult to determine from information given on page 30 of the *Monster Manual*. Since any group of two or more dragons is a mated pair with young, the maximum number of eggs in a clutch is the maximum number of dragons appearing, minus two. Since most dragons appear in groups of one to four, most dragons lay one or two eggs. Faerie dragons, which appear in groups of up to six, lay up to four eggs. The minimum number of eggs laid is one. If one assumes that young dragons stay with their parents at least until they reach the subadult stage at 16 years, each clutch must be at least 16 years apart, since dragons would be found in larger groups if they laid eggs while rearing young.

The mind flayer's main attack is a *mind blast*. What is this exactly? How often can it be used?

This is identical to the psionic attack mode *psionic blast*. It is usable once per melee round — as long as the user has sufficient psionic strength.

The *DMG* has a table giving the range of hit points for zero-level humans in various occupations. Is there similar information somewhere on zero-level demi-humans?

There are no zero-level demi-humans except for halflings; refer to the race descriptions in the various monster tomes for information on demi-humans with no character abilities.

The *Monster Manual* says that gold dragons can *polymorph* themselves without harm. Explain this.

A gold dragon has effectively unlimited use of *polymorph self* spells, and makes no *system shock survival rolls* in using them.

The duergar from the *Monster Manual II* is listed with the psionic ability *molecular attraction*. Is there such an ability?

No, this was a typo. The actual discipline is *molecular agitation*.

Ω

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A quick return to the BATTLESYSTEM™ fantasy combat supplement (last covered in issue #127) is made in this column.

Can creatures such as elves or treants charge in the woods?

Only figures representing single creatures or characters may charge in or into the woods.

Will flying over a woods negate the sighting penalties as described on page 21 of the rule book?

Probably not. A flying creature not in woodlands can sight and cast spells in a 1" radius centered directly below the figure. Elves and other woodland creatures can sight and cast spells within a 6" radius. A woods made up of leafless trees or conifers might be more transparent to aerial viewing; this should be decided before the game starts.

Does a unit need initiative in order to execute a wrap-around?

No. In order to execute a wrap-around, a unit must start its movement phase in base-to-base contact with an enemy unit. It must have one or more figures that are not yet in base-to-base contact, and it must have room to expand its frontage. Only figures that begin the phase out of base-to-base contact can be involved in the wraparound. A unit can perform wrap-around movement only in its own movement phase. For example, a unit that is eight figures wide and two figures deep wins initiative and moves into melee with an identical unit. In this case, the enemy unit's next movement phase comes before the melee phase, initiative not withstanding. The unit may use its extra figures to wrap the attacking unit during this movement phase.

Can a unit execute a wrap-around if attacked from the rear?

No.

Can missiles be fired into melee? Can pass-through fire be used against units performing wrap arounds?

Missiles cannot be fired into melee (at least those involving your own allies). Wrap-around occurs during the movement phase, and figures performing such movement are subject to pass-through fire.

How do you determine whether or not artillery fire hits a tree, assuming that the fire is deliberately aimed at the tree?

Treat the target tree just like any other artillery target (see page 19 of the rule book).

How fast will a forest burn?

Assuming the the trees are very dry and the wind is calm, a fire started by a single figure stand begins as a ½"-diameter circle and expands ½" per turn until extinguished. If there is a light wind, the fire starts as a rectangle ½" wide and 1" long, aligned with the wind. Each turn thereafter, the fire spreads 1" downwind and ½" to either side. If the wind is strong, the windward expansion is 2" per turn. Forest fires can spread much more slowly or quickly than this (damp, live trees are almost fireproof, save in exceptionally strong fires), but the foregoing is sufficient for most game situations. If you think a variant on these rules is in order, decide on one before the game starts.

The combat-results table shows how many hit dice of damage an attack delivers. Assuming that 1 HD is 1-8 hp, how do you calculate damage against creatures with better than 1-8 hp, like 1st-level fighters with 1-10? Surely these troops are harder to kill than goblins at 1d8 - 1.

Most players ignore the variation in hit dice for simplicity's sake. If this bothers you, add or subtract hit dice from each figure according to the creature's average hit points per die. To make the conversion, calculate the total average hit points for a figure and divide by 4.5 (the average result for 1d8), then round fractions of .5 or less down (rounding the rest up). For example, creatures with one 12-sided hit die average 6.5 hp each, or 65 hp per 1:10 figure. Dividing 65 by 4.5, we get 14.445, rounded down to 14, so each figure has 14 HD instead of 10. The goblins in your example would have 8 HD per 1:10 figure (35 hp per figure divided by 4.5 equals 7.778, rounded up to eight). Ω

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This month, the magical spells for spell-casters in the AD&D® game are put to the sage's test.

Magic-user spells

Can a creature such as a demon that is captured by an *ensnarement* spell use its innate *teleportation* abilities to escape? Can it use *gate* to summon help? Can it do anything to escape?

The ensnarement spell neither strips the victim of attack abilities nor protects the caster from them. An ensnared creature could launch missiles or attempt ranged magical attacks, but such attacks will never damage the diagram that holds the creature. The creature could charm the caster into letting it go. The caster, however, is free to employ other protective spells which will work normally with regard to the *ensnared* creature. An *anti-magic shell* is most effective for this purpose. The ensnared creature is trapped by the spell until the caster chooses to let it go, or some other creature releases it — either on purpose or by accident. The creature is totally cut off from its own plane, and it cannot summon aid (e.g., *gate)* or escape from the diagram by any means (e.g., *teleportation)* except by attacking or serving the caster. Demons are extremely difficult to hold with this spell due to their *telekinesis* abilities. Any spell-caster who fails to guard against such powers will most likely be dragged into the diagram and suffer accordingly.

How about some guidelines on the *wish* spell?

In one Lake Geneva campaign, *wishes* were sometimes used to gain treasure. A random amount of 5,000-40,000 gp (5d8 x 1,000) was the usual range. Experience was never awarded for this treasure, and a few local campaigns now actually deduct experience (½-1 xp per 1 gp gained). A *wish* may **never** be used to gain experience or levels.

A *wish* will produce a magical item (not of artifact quality) of up to +5 enchantment, lasting for one hour. The item is not actually created; it is just "borrowed" from somewhere. When the duration is up, the item disappears, returning "home." (Such an absence might anger the item's owner, of course.)

The *Dungeon Masters Guide* says that a *wish* can be used to permanently gain one ability score point as long as the score is not raised above 16. If the score is 16 or higher, it takes 10 *wishes* to raise it one point. Thus, it would take 20 *wishes* to raise an ability score from 16 to 18.

A *wish* can temporarily raise an ability to 18. In some Lake Geneva campaigns, the duration for this effect is anywhere from 1d6 turns to 1d6 hours (6-36 turns), depending on how low the original score was to begin with.

A *wish* can change a character's race, but it can't remove a racial class or level restriction entirely. Thus, an elf made into a human can rise as high as a human can in levels, but an elf (as itself) can at best only slightly exceed racial restrictions on maximum levels using a *wish* spell.

A *wish* can duplicate other spells. One Lake Geneva campaign allows *wishes* to duplicate any other spells; another limits this to first- to seventh-level spells.

Wishes can usually negate or change bad events. This can range from the previous hour to the previous week, depending on how many creatures are involved, the creatures' relative power, and how specific the change is. A bad adventure involving a few adventurers could be wiped out completely after as much as a week, but a *wish* that negated the bad effects of the same adventure while preserving everything gained would have to be made within a day. The results of a minor battle involving normal troops could be changed after as much as a day. If the fate of a whole empire hinged on the battle, however, and there were powerful demons present, the *wish* would have to be made within the hour and be limited to changing the result a single key melee (which might or might not change the outcome of the battle).

A *wish* which shows excessive greed or promises to be a campaign-buster should be twisted so that the exact wording is met, but the intent is not served. For example: "I wish to know everything there is to know about this dungeon," would result in the character getting deluged with information which is quickly forgotten. If the party is being lazy and trying to avoid a piece of campaign business with which it ought to be concerned, it is incumbent upon the DM to see to it that the *wish* winds up costing the party more than it gains. If a *wish* is to be used in a tricky situation, players should limit the number of words in the *wish*.

This list could go on. Ultimately, the DM must decide on his own guidelines for using *wishes*. A useful article on this topic appeared in the Best of DRAGON Magazine Anthology, volume 5: "Best wishes!"

Can a *ring of spell turning* turn a *wish* spell?

This depends upon how the *wish* is used. If the wish is used so as to have a personal effect (one not involving a broad area) on the ring's wearer, and the effect is not delivered by touch, then the *wish* is subject to *turning*, and the wearer and wisher each get saves (unless the *turning* fails or is total). See the ring's description in the *DMG*, page 131.

Can a magic-user who is already at his maximum spell level remove a spell from his book in order to research a new spell?

I assume you mean maximum at that spell level due to his intelligence. Dropping a spell from a spell book is allowable.

Some campaigns even allow the magic-user to exceed the intelligence limit as long as the character is spending all that time and money on spell research, though this should be used only in campaigns in which money is scarce.

Are there any limits on the *polymorph other* spell? It seems that this spell is easily abused. For example, a magic-user could turn himself into a gold dragon. Since the spell grants all the abilities of the new form, the magic-user could assume human form again whenever it wasn't convenient to be a dragon and still be able to fly, use breath weapons, etc. Would such a character lose his character class abilities? Can he still earn experience? Would an adult magic-user be turned into an adult dragon by this spell? Would the character then age as his original race, or would he age as a dragon? Could he reproduce with other gold dragons? What would happen if a fire lizard or other unintelligent creature were *polymorphed* into a gold dragon?

To start, *polymorph other* means just that; a caster may not use the spell on himself. A *polymorph other* spell can turn any creature into any other creature type that is not unique. Remember the *system shock survival roll;* the DM must assign the *polymorphed* creature a constitution score if one isn't listed. Even if the system-shock check is successful, the *polymorphed* creature retains its own mind and tends to act like the original. Exceedingly stupid creatures might not even notice the change.

This fourth-level spell is not powerful enough to establish a connection between a recipient creature and another plane, nor can it bestow magical abilities (a character turned into a vampire, for example, could not drain energy levels). It cannot give the recipient any skill or ability that must be learned — such as spells, psionic abilities, or languages. The recipient, however, physically becomes the creature into which he has been *polymorphed,* and he could breed with others of his new ilk. Furthermore, the recipient can think like the type of creature into which he has been *polymorphed,* and has certain instinctive knowledge such as what he should eat, how to use the new body's locomotion and physical attack capabilities, and how to interpret what his new senses tell him. This is not the same as actually becoming the creature in mind, which happens with a failed intelligence check as noted in the spell description on page 78 of the *Players Handbook.*

As long as the recipient keeps his mind, he can use his character class abilities (provided that this is physically possible) and may draw upon his own knowledge. The *Players Handbook* indicates that a *polymorphed* player character can hold and use tools and weapons only if his new "hands" have digits. Items carried by a character when *polymorphed* become part of the creature when the change takes place, and cannot be recovered until the creature reassumes its normal form. A *polymorphed* character can earn experience as long as he keeps his own mind.

In the example you have provided (assuming that the recipient of the spell is another magic-user), the caster of the spell would have to decide how big a gold dragon the recipient magic-user will become. When the spell takes effect, the recipient must make a constitution check. As you suggest, the adult magic-user would become an adult dragon with appropriate hit points (if he makes his constitution check). When determining the character's chance to assume a gold dragon's mentality, divide the dragon's total hit points by 4 to determine its effective hit dice (see the *Monster Manual,* page 31, Dragon's Saving Throws). There should be at least a 1% chance per day that the recipient will assume the creature's mentality, regardless of adjustments.

This magic-user would be able to speak (in the magic-user's languages only), fly (and carry passengers), and use the dragon's breath weapons. The magic-user could use his spells provided that material components were still at hand, and he could still read his books and renew spells. He does not gain the ability to speak a gold dragon's native tongue, nor use any of an adult dragon's spells, and he cannot *polymorph* himself as a gold dragon can. A fire lizard cannot be *polymorphed* into a gold dragon because it is not as intelligent as a gold dragon (see the second sentence of the spells description in the *Players Handbook);* the spell would fail. In the example involving the magic-user above, the recipient is assumed to be at least as intelligent as an average gold dragon (intelligence 17 or better).

If a *polymorphed* creature assumes the mentality of his new form, however, all of the originals abilities and memories are lost, and the creature gains the full spectrum of its new form's abilities. You may rule that the acquisition of these abilities will take time and perhaps instruction, but you can assume that the creature will eventually learn them. If the new gold dragon in the above example ever learned to use a gold dragon's *polymorph self* ability, however, any change of form will dispel the *polymorph other* spell. The creature will return to normal and must make a *system shock survival roll.* Shape-changing creatures who are the unwilling recipients of *polymorph other* spells can negate the spell in a similar manner (see the *DMG,* page 45).

The *polymorphed* gold dragon in our example would grow as a gold dragon would, but he would age as a human as long as he kept his mind. Aging in the AD&D game is sometimes a function of the mind, not the body. Ω

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We return to the D&D® game system in this column, with bits of advice for D&D® game players and Dungeon Masters. Page references are for the most recent editions of the various rule books — 1983 and later unless specified otherwise.

Campaigns

What do you think of house rules?

House rules are fine — sometimes. House rules are rotten at other times. Here are some of the key rules about house rules:

1. Make sure they are really necessary.
2. Make sure everybody knows about them ahead of time.
3. Enforce them consistently. They should be written down and used just like the published rules.
4. Change them promptly when they don't work out.
5. Remember that your house rules go only with your "house." Don't assume that they are in effect when you play in another game, and never give another DM a hard time about not using them. No set of house rules is better than the published rules or another DM's house rules — they're just different.

My friends and I are starting in a new D&D® game campaign, but the only characters we have are from an old AD&D® game campaign. Can we just transfer these characters to the new campaign?

We don't recommend transferring AD&D® game characters to the D&D® game; create new D&D® game characters instead. The two game systems involved are only superficially alike.

Is it okay for a player to have more than one character in a campaign?

Many players have more than one character in a given campaign. This allows a choice of characters for any particular adventure, and it insures that the player has a character to play if one of his characters gets involved in a prolonged adventure or project. Some DMs allow players to play more than one character at a time, but we recommend this when only a few people are playing, otherwise, it becomes too complicated to manage.

Characters

Is it possible for demi-humans to follow other classes after they have reached their maximum level? The notes in the demi-human section of the Companion Set *Players Companion* (page 29) seem to indicate that this is so.

Demi-humans never follow other classes. The notes that have you confused refer to the increased fighting abilities that demi-humans can gain after they have reached maximum level.

What are the "attack ranks" (A-M) noted in the *Players Companion*, pages 30-31?

"Attack Rank" refers to the column of the combat chart that the character may use. This allows demi-humans with extra experience to fight almost as well as fighters. The small letters (a-d) refer to other special abilities that demi-humans can get after reaching maximum level. These special abilities include multiple attacks per melee round and the other fighter combat options *(Players Companion,* page 18), and resistance to various attack forms. A careful rereading of the demi-humans section *(Players Companion,* pages 29-31) should clear up your confusion.

How long does lycanthropy take to set in? Can it be cured? Can a player character who is turned into a lycanthrope continue play?

Lycanthropy has an onset time of 2-24 (2d12) days, and until that time this magical disease is curable by a cleric of 11th or higher level. Once the change occurs, however, the afflicted character becomes a DM-controlled monster.

What happens when a cleric turns undead? Does the turning have a duration?

The undead run away from the cleric for one turn, then avoid the cleric for a full day, unless the cleric attacks them.

Other than for weapon mastery, what good are experience points

after a character has reached maximum level?

Weapon mastery requires money and time, not experience points. Experience earned after a character has reached maximum level has no effect on the game.

When druids fight for a level, does the loser drop to the next lower level?

Yes. The defeated druid loses a level, and he cannot challenge another druid until he has gained enough experience to regain the level.

Exactly how many druids are there at each level above 30?

Here are my (unofficial) suggestions:

Druid level	Number of druids
31	8
32	6
33	5
34	3
35	2
36	1

I find the fighter options rules in the *Players Companion* unclear and contradictory. The options section sets conditions for use of these options, but the striking section seems to indicate that anybody can use the fighter options!

Fighter options can be used when striking (as explained in the Players Companion, page 6), but only when the fighter in question qualifies for the option in the first place (as explained on page 18).

How many spells does a 1st-level magic-user or elf have in his book? When can he add new spells? Does adding spells cost anything?

A 1st-level magic-user or elf has a book of two spells (see the Basic Set *Players Manual*, page 38, and the Basic Set *Dungeon Masters Rulebook*, page 19). A magic-user or elf can add spells to his books each time he gains a level. The spell added to the book will be the same level as the spell gained on the spell progression chart. For example, a 2nd-level magic-user gains a new first-level spell for his book, since he has gained the ability to memorize an additional first-level spell; a 3rd-level magic-user gains a second-level spell for his book, since he has gained the ability to memorize a second-level spell.

A magic-user or elf can also add spells to his books when he finds scrolls or other magic-users' books; see the "Sage Advice" for DRAGON® issue #129 for details.

Monsters

Is it possible to sever a slain medusa's head and use it to turn opponents to stone?

The hero Perseus did exactly that in Greek mythology. I recommend that the head retain its power for not more than a day (and possibly less). Note that any treasure carried by a petrified character or creature also turns to stone and cannot be recovered until the victim is brought back. The DM might rule that the medusa's snakes will stay alive for a short time and will attack a character who tries to carry the head.

The rules say that if a victim of a medusa's gaze makes his Saving Throw vs. Turn to Stone, the medusa will petrify itself. Is this correct? If so, how is it possible? Are the snakes on a medusa's head poisonous?

The medusa's description in the Basic Set is missing text in the Basic Set *Dungeon Masters Rulebook*, page 34. When a victim makes a Saving Throw vs. Turn to Stone, there is no other effect. The only time a medusa can petrify herself is when she sees her reflection in a mirror. The medusa gets a Saving Throw vs. Turn to Stone against the reflected gaze. And a medusa's snakes *are* poisonous.

Why are normal bats more powerful than giant bats?

They are not; the statistics in the Basic Set *Dungeon Masters Rulebook*, page 25, were reversed.

What kind of special damage does a tiger beetle do?

None. The statistics for the tiger beetle and oil beetle were reversed in the Basic Set *Dungeon Masters Rulebook*, page 26.

How does wolfsbane affect lycanthropes?

Any lycanthrope struck by wolfsbane must make a Saving Throw vs. Poison or flee in fear. The wolfsbane can be used as a melee weapon or thrown at opponents. Lycanthropes driven away by wolfsbane will stay away unless pursued and attacked, or until the next moonrise.

Is there any way to restore the strength loss inflicted by shadows?

No, but it only lasts eight turns.

Will a *rod of cancellation* cancel the power of magical creatures such as gargoyles?

No.

I can't find a description of the devil swine anywhere. Was it left out of the books?

The devil swine appears on page 48 of the *Expert Rulebook*. The devil swine appears on page 30 of older editions of this text.

Can small rocs be used as mounts? How much weight can a roc carry? What class do rocs make Saving Throws as?

Rocs, being gigantic birds of prey, are difficult to train as mounts no matter what their size. While such training is possible, it would be *very* expensive. Humans and demi-humans can only tame the smallest rocs as mounts. Giants might have some success with the larger varieties. A small roc can carry 5,000 cn without hindrance, large rocs can carry 9,000 cn, and giant rocs can carry 18,000 cn. A roc can carry 1½ times its base load and still fly at half speed, but it must rest at least 20 minutes for every hour that it flies. A roc can carry up to twice its base load, but can only walk at half speed. A roc makes Saving Throws as a fighter of a level equal to the roc's hit dice. See the *Expert Rulebook*, page 55.

What is a war horse?

A war horse is a horse trained to carry a person into combat. Compared with common horses, they are courageous and aggressive. Statistics for war horses are given in the *Expert Rulebook*, page 51.

How lawful can an unintelligent repeater be? What magical properties do its teeth have, and how many teeth are there?

A repeater is an intelligent creature — thus its communication and power abilities. "How lawful is it?" is an irrelevant question. How lawful is a lawful character? It is sufficient to say that repeaters aren't the fanatics that archons are, since a repeater's alignment arises mostly from its association with the Sphere of Time.

Each repeater has 1d20 + 20 teeth; each tooth may be ground up and added to a potion (DM's option as to cost and time of manufacture). Each potion, when imbibed, allows the drinker to reflect power attacks just as a repeater does for one round. The potion lasts one turn, or until the reflection power is used. See the *DM's Guide to Immortals*, page 47.

Why is no experience-point value listed for the megalith? Do megaliths have treasure? Where do they keep it?

A creature's experience-point value is based on its hit dice. Since megaliths have almost infinite hit dice, this system doesn't work. PCs should get no experience for seeking out and destroying these planet-sized creatures. In scenarios that require PCs to combat and defeat megaliths, assign an experience value on a case-by-case basis. A megalith's treasure, if it has any at all, is located in its mantle. See the *DM's Guide to Immortals*, pages 42-43.

Magical items

What is the encumbrance of a spell book?

This is up to the DM, but 400 cn (backpack size) is a good figure.

What does a DM do when the PCs get their hands on a magical item that is too powerful for them?

The DM has to contend with an out-of-balance campaign until the item leaves the game (by being destroyed, stolen, emptied of charges, or sold), or until the party gains enough experience to be on a par with the item.

What is a *pocket of holding?*

A *pocket of holding* is similar in design and function to a *bag of holding*. It is permanently attached to a garment and may not be removed without destroying both the *pocket* and the garment. The *pocket* can hold up to 10,000 cn, but it weighs only 600 cn when full. The largest item that can be placed in the pocket is 5' x 2' x 1'.

Can a high-level magic-user get increased effects from wands? For example, can a Wizard do more than 6-38 hp damage with a *wand of cold?* What about other magical items?

The user's level does not effect the function of any magical item unless the item's description specifically says it does.

How does a + 1 weapon help a character? How does a *ring of protection* + 1 help a character?

A + 1 weapon gives the wielder a + 1 bonus to hit and damage rolls. A *ring of protection* +1 gives the wearer a + 1 bonus on all Saving Throws, and improves the wearer's armor class by one place.

The rules say that a *bag of holding* can hold an item up to 10' long. Is this right, or should this be 10"? Also, is there a rule against placing one *bag of holding* inside another?

The measurements for a *bag of holding* are in feet; *bags of holding* are very big inside. There is no official rule against putting a *bag of holding* inside another, but it is reasonable to assume that the extra-dimensional space contained in one *bag* will not fit inside another.

If a character actually gets younger after drinking a *potion of longevity*, does he also lose experience?

No. Although the drinker does get younger, he loses no experience.

Is there any way to avoid being trapped by a *scroll of shelter?*

Characters are trapped only if they are in the "room" when the scroll is taken down or falls down. The characters can simply step out of the "room" and take down the scroll any time before the scroll's 12-hour limit expires. If a monster appears and takes down the scroll, PCs in the "room" are trapped unless they get out before the scroll is taken down (*Dungeon Masters Companion*, pages 50-51).

Can the DM add creatures from the Masters Set to the *egg of wonder?*

The DM may add whatever creatures he likes to the list – including creatures from the Masters Set. We suggest, however, that you limit any additions to creatures with approximately the same hit dice or experience-point value as those already listed in the *Dungeon Master's Companion*, page 53.

Can an *arrow of blinking* blink past the enemy's first rank in order to strike spell-casters? Can it blink through a wall?

No, on both counts. A *missile of blinking* avoids creatures friendly to the shooter, thus allowing missile fire into melees. The missile does not negate the effects of cover or allow the shooter to fire at targets he can't see.

When you shoot a magical arrow or crossbow bolt, does it lose its magic?

Yes; firing the missile expends the magic.

Can any elf or magic-user use a *crystal ball* without instruction? If so, what is the chance for accuracy? Can a character use a *crystal ball* owned by another character?

All elves and magic-users know how to use *crystal balls*. A *crystal ball* always works when an elf or magic-user tries to use it, but the clarity of the image varies with how well the user knows the subject. If the subject is well known, the image is very clear and sharp, just as if the subject were standing on the other side of a window. If the user knows very little about the subject, the image will be faint and blurry. A *crystal ball* works only for its owner.

The Masters Set rules say that suit armor protects the wearer from most area attacks, including breath weapons. Does this include spells such as fireball and *lightning bolt?*

From *fireballs*, yes; from *lightning bolts*, no. Metallic armor offers no protection from electrical attacks. The armor protects the wearer from all other spells that produce nonelectrical energy.

Can player characters create intelligent swords or other magical items? If so, how?

Intelligent swords and other magical items are usually constructed by having a normal item of exceptionally high quality made, then enchanting it with *wish* spells. Several *wishes* are required to create even a simple magical item (see page 10 of the *Master Players' Book* for guidelines on *wishes*). When creating permanent magical items with *wishes*, a magic-user loses experience equal to the gold-piece price for the magical item (see the *Master DM's Book*, page 4, for prices). Ω

SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 110, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

The sage's horizons have now expanded beyond the D&D® and AD&D® games. This month's column focuses on the STAR FRONTIERS® game system. Page numbers in the "Alpha Dawn" section refer to the Alpha Dawn expanded game rules book, and page numbers in the "Zebulon's Guide" section refer to the ***Zebulon's Guide to Frontier Space*** accessory, unless otherwise stated. See DRAGON issue #125, pages 73-74, for previous errata.

Alpha Dawn

The tables on pages 32-33 of the expanded game rules cover damage to moving vehicles. But what happens when a character fires at a stationary vehicle?

Treat any inapplicable result as a "No Effect" result or assign a different effect. For example, when rolling on the Vehicle Damage Table on page 32, the referee might choose to treat a "Spin" as a "No Effect," and a "Roll" as wheel or hoverfan damage equal to the "Turn Speed -15" result.

Is damage to vehicles cumulative?

Yes, both special damage and structural damage are cumulative.

What happens when a pedestrian is hit by a moving vehicle?

The pedestrian suffers 2d10 points of damage for each 20 meters per turn the vehicle was traveling. The referee might allow the driver or the pedestrian (or both) to attempt to avoid the collision if not surprised.

Will a grenade bounce when thrown from point-blank range? Is it even possible to miss when a grenade is thrown at point-blank range?

Generally, it is foolish to throw a grenade at point-blank range, since the thrower will almost certainly be caught in the blast. In the basic game, grenades cannot be thrown at point-blank range. In the expanded game, grenades can be thrown at point-blank range with standard chances to hit (a character can miss with a grenade at this range just as easily as he can miss with any other weapon). The grenade will bounce 1 meter if it misses. ***Zebulon's Guide to Frontier Space*** has no point-blank category; use the grenade rules on pages 31-32 to adjudicate grenade misses at any range.

Are there any climatic conditions that Sathar avoid? For example, is it possible to find Sathar operating in polar or Ice Age conditions?

This is up to the referee, but it is reasonable to assume that, given proper survival equipment, Sathar could operate in almost any terrain or climate since they do so in deep space.

Where is the planet Starmist (depicted in module SF3 *Sundown on Starmist*) located? I can't find it on the frontier sector map.

Starmist is not on the sector map; it's just off the map's left edge and is about the same distance from both Scree Fron and Araks. The exact star route to Sundown (Starmist's star) is a UPF secret. Sundown does appear on the sector map in ***Zebulon's Guide.***

In the article "Going for a Swim?" in DRAGON issue #110, a laser is deemed too inefficient for underwater use. Why? Lasers are just intense lights, after all, and light goes through water doesn't it?

A complete answer to this question involves physics too complex to discuss in this column. To put it simply, water scatters light. Even in relatively clear water, this scattering is great enough to render even the most powerful laser useless as a weapon (it makes a good light, though).

If two vehicles are traveling side by side, what is the chance for a character to successfully jump from one to the other?

Assuming that the two vehicles are traveling at the same speed, and assuming that both are open-topped and thus easy to exit and enter, such a jump will succeed if the character passes an Agility check. The referee should assign penalties if the conditions are less than ideal.

If two vehicles are traveling in the same direction at the same speed, what modifiers apply when ranged combat takes place between the occupants of the two?

Only modifiers for cover (assuming that the fire is directed at the occupants) and for attacker movement apply. Target movement modifiers do not apply as long as the vehicles are not moving relative to one another.

What are the limits on Dralasite elasticity? Can one form into a limbless ball and roll downhill? Form into a boatlike shape and float? Form Yazirian-like wings and glide?

A Dralasite could retract all its limbs and roll down an incline, but any character foolish enough to do this on any but the gentlest and smoothest of slopes will suffer a considerable amount of damage from bouncing and colliding with obstacles (see the falling rules on page 20 of the expanded rules). Dralasites can swim by taking any number of useful shapes. Dralasites can't make themselves thin enough to form useful wings, even for gliding.

Do vehicle-mounted weapons get bonuses to hit? How much do vehicle-mounted weapons cost?

The referee might allow a weapon mounted on a vehicle a 5% bonus to hit (or one column shift in the combat system in ***Zebulon's Guide***) due to its improved stability. Page 83 of ***Zebulon's Guide*** gives costs for mounting weapons on vehicles.

Can hover vehicles fly higher than 30 cm off the ground?

No. The air cushion cannot be made larger.

The terrain effects table on page 19 of the expanded rules has an entry labeled "Track-mobile?" What does this mean?

The entry applies to vehicles or robots with tank treads.

What kind of protection does armor give a vehicle? How much does vehicle armor cost?

The referee should assign a structure point value to the armor. Until these extra structure points are eliminated, an attacker cannot roll on the vehicle damage tables. Information on vehicle armor is given on page 83 of ***Zebulon's Guide.***

How does a telescopic sight improve a weapon's chance to hit? What is a telescopic sight's cost and weight?

In the expanded game, a telescopic sight (scope) reduces the effective range to the target (see page 22). In the new combat system given in ***Zebulon's Guide***, a scope extends a weapon's effective range (see ***Zebulon's Guide***, page 30). Weights and

costs for scopes are given in the equipment lists in ***Zebulon's Guide.***

When a character tries to break out of a hold, does he use his Strength or melee "to hit" score?

The character uses his melee score, which might be based on his Strength (see page 25 of the expanded rules).

If a technician has flown a jetcopter once, does he have to roll against his operate *machinery* subskill in order to fly a different jetcopter?

Generally, no. Page 15 of the expanded rules clearly states technicians can automatically operate familiar vehicles. The referee, however, might require a roll if the second jetcopter has a locked ignition or is of an alien design. The referee might also require a roll whenever the character attempts an intricate maneuver or tries to operate the vehicle in poor conditions.

Can a character try again after failing a skill check?

This is up to the referee. Assuming that the initial failure did not produce a catastrophic result that would prevent further attempts, there is no reason why a character couldn't make several attempts. The referee should require a reasonable interval between attempts, from one hour to one day depending on the skill and the task. Attempts at lock-picking, for example, could be made every hour. An attempt to diagnose a disease or perform surgery could be made once a day at most.

Do Galactic Standard years have weeks or months?

No, the day is the largest sub-unit of a Standard year. If you want to use months and weeks, I suggest 20 months, each with four weeks, with five days in each week (20 days per month). Keep in mind that a month is usually based upon a worlds lunar cycle, which may or may not be the same as the Earth-Moon lunar cycle, and which will certainly not be the same as any other worlds lunar cycle(s).

The expanded game rules seem to indicate that a character can successfully climb a rope by passing just two Strength checks (at the halfway point and at the top), and these get a +30 modifier. Is the modifier applied to the die roll or the Strength score? Just how long a rope can a character climb?

The modifier is applied to the character's Strength score, but any roll of 96-00 is a failure. The actual length of the rope can vary; 30 meters is average. The referee might require additional checks for every additional 15 meters climbed, and might waive one of the checks if the climb is less than 15 meters.

The rules list grenades, standard energy clips, and pistol bullet clips as having no weight or mass. This is causing real problems in my campaign. My players insist that their characters can carry several hundred of these items at no encumbrance penalties.

These items are so lightweight that carrying a few of them will not significantly affect a character's encumbrance. Normally, a character should carry no more than four grenades and six clips of ammunition. If a character insists on carrying more than this, each grenade weighs .25 kg and each clip weighs .10 kg. Carrying too many grenades ***could*** result in an accidental triggering of one or more grenades; the referee should assign a chance of this occurring for every grenade over the limit of four.

How much does anesthetic cost? One dose is required for surgery, so the supply included with a medikit tends to run out fairly quickly.

A hypo containing 10 doses of anesthetic costs 50 Cr.

How far can a character move during combat and still attack?

Any character can move his full allowance and still attack, though at a penalty; see pages 22 of the expanded rules. If you are using the new combat system in ***Zebulon's Guide, see*** page 37 of that book.

The skills section in the expanded rules says that a character cannot skip a level; that is, he must "buy" 4th level before he can advance to 5th. Fine, -but can a character "buy" 4th and 5th level (or any other consecutive levels) at the same time?

No. The character must spend at least one adventure at the lower level before advancing to the next level. This also applies to the new skill system presented in ***Zebulon's Guide.***

Please explain how the three subskills of the Martial Arts skill (from the Military PSA) are used, and what die rolls are required. Also, where is the description for the Unarmed Combat skill? How much does this skill cost?

The subskills are used automatically when certain conditions arise. ***Tumbling*** comes into play whenever the character falls. The character's Martial Arts skill level is subtracted from any damage the fall causes, no die roll is required; see page 20 of the expanded rules for falling damage. ***Defensive throwing*** comes into play when a character breaks a wrestling hold. No die roll is required except the roll to break the hold. When the character breaks the hold, his opponent is knocked down and suffers damage equal to the character's punching score. The character receives no bonus when rolling to break the hold; he simply gets a better result when he succeeds. Wrestling and punch-

ing are explained on page 25 of the expanded game. *Nerve combat* comes into play whenever the character is attacking a Dralasite, Human, Yazirian, or Vrusk with his bare hands (the referee might allow the character to learn nerve combat against the new races in ***Zebulon's Guide*** for an additional experience cost). When the character scores a successful hit, he has an increased chance to score a knockout. The bonus (+1% per Martial Arts skill level) applies only to the base chance (01-02) for scoring the knockout; see page 25 of the expanded rules for information on knockouts. The effects of the Unarmed Combat skill are explained on page 25 of the expanded rules. Consider Unarmed Combat a military skill when determining its experience cost (see page 11 of the expanded game).

Can a character use a heavy laser or other heavy weapon if he is strong enough to carry it?

Heavy weapons *must* be mounted on vehicles or tripods if they are to be aimed properly. If a character wishes to lug a heavy weapon, tripod, and power source along with him, and if he is willing to take time to set up the weapon every time a fight breaks out, more power to him.

How much does a tripod for a heavy weapon cost and weigh?

Tripods weigh 15 kg and cost 50 Cr.

Can I photocopy the character sheet that appears on the back cover of the basic game rules?

Yes, but only for personal use while playing the STAR FRONTIERS game; this also holds true for the character sheet included in ***Zebulon's Guide***.

Are the - 10 modifiers for using two weapons and for using a weapon in the "wrong hand" cumulative? What about a Vrusk using two weapons?

The two penalties are cumulative. When a character uses two weapons, his "right" hand fires at -10, and his "wrong" hand fires at -20. Vrusk never suffer the "wrong hand" penalty, but each weapon fires at -10 if one uses two weapons.

Why do groundcars move over water faster than explorers do?

Groundcars are not capable of water movement unless specially modified. When so modified, their lighter weight gives them a faster water movement.

How do you determine a robot's Strength score?

The referee must decide this on a case-by-case basis. In general, a robot will be weaker than an average individual of the race that built it, unless the robot is specifically designed for warfare or security. (No society wants to risk the consequences that might arise if a superstrong robot malfunctions and goes berserk.) Construction and industrial robots will have cranes, forks, or lifting arms that are very powerful, but these are designed to perform specific functions such as lifting bulk materials, compacting trash, excavating, etc. Decide how much strength a robot should have to get its job done (with some extra strength as a safety measure).

Do you need a robcomkit in order to deactivate a robot?

Yes, usually. The deactivation procedure for most robots involves removing an access plate and fiddling with the robot's circuitry. Some domestic and industrial robots, however, have easily accessible kill switches. Any robot that is capable of inflicting large amounts of damage, like a snow-removal robot with a large rotary snow blower, will have such a switch. Any character can operate a kill switch. Of course, criminals or Sathar agents might reprogram the robot for destruction and thus disable such a switch.

Can a character exceed 6th level in a skill?

The 6th level is the limit in the expanded game. In *Zebulon's Guide*, however, the limit is 8th level.

Zebulon's Guide

When will volume two of *Zebulon's Guide* come out?

There are currently no plans for publishing further volumes of ***Zebulon's Guide*** or any other STAR FRONTIERS game products. Articles on this game (like this one) will occasionally appear in DRAGON Magazine, however.

Is it possible to use equipment from the first- or second-edition GAMMA WORLD® game for a STAR FRONTIERS game campaign?

Yes. Since the two games use the metric system, conversions between them are quite simple. You will have to assign a credit value to each GAMMA WORLD game item, and you will have to multiply the base damage of GAMMA WORLD game weapons by four in order to use them with the ***Zebulon's Guide*** resolution system. You might try to work out SEU consumption rates for GAMMA WORLD game weapons and equipment, but it is simpler if you just introduce GAMMA WORLD game energy cells into your campaign. This gives an alternate technology whose energy supplies are not interchangeable with those of standard items.

Does an attacker who is unskilled with his weapon roll on the 0 column or the /0 column?

All unskilled weapon attacks use the 0 column before adjustments.

I don't understand the Humma's entry on the movement chart. What's the difference between walking or running and a Humma's leap/walking or leap/running?

Humma can move in two ways; they can walk or run just as the other races do, or they can use their springing ability. Since Humma attain a reasonable height when springing (5-10 meters, depending on the length of the spring), they must walk when indoors or whenever there isn't enough clear space overhead. Use the first line ("walk") when a Humma moves this way. A Humma's normal mode of locomotion is a series of kangaroo-like hops; use the walking rate from the second line ("leap") when a Humma moves this way. A Humma can also make a series of long springs when it wants to move very quickly; this is represented by the running rate on the "leap" line. When a Humma uses the run rate from the "walk' line, it is subject to the endurance rule on page 19 of the expanded rules, but it can only use the run rate from the "leap" line for 10 turns (see page 1 of *Zebulon's Guide*).

Does a character have any chance to succeed when he attempts a task requiring a skill he doesn't have?

This is up to the referee. Generally, an untrained character cannot perform any of the scientific skills or any skill that has a prerequisite. Otherwise, the character rolls on the -X column and will usually get a result that is less than the minimum result listed for the skill. For example, if an untrained character tries to use the Body Speak skill, he would only be able to convey simple concepts such as "help," "hello," or "danger." The referee might allow the untrained character to roll on a better column if the task is very simple or the character has some special knowledge. In the previous example, the character might roll on the 0 column if he was repeating a message he had seen a trained Body Speaker successfully convey earlier.

Are the Dexterity modifiers listed on page 38 applied before or after a combat roll?

All combat column shifts are applied before the die roll.

What qualifications must a robot have in order to operate a vehicle?

First, the robot must be able to fit in the driver's seat; this requires an android robot, a special control station that can accommodate a nonandroid robot, or a robot that is integrated directly into the vehicle. The robot or robot/vehicle must have a vehicle computer, a special version of the mind drive progit (at five times normal cost), and the following scanners: visual, radar, motion, and shape.

Page 31 (second column, "Skills") mentions a "throwing" skill. Where is the description of this skill?

This is a skill from the Alpha Dawn rules; see page 11 of the expanded rules.

How do you determine how far thrown explosives bounce when they miss? Page 31 mentions a nonexistent miss section. How do you determine how far a grenade bounces when it is on a timer? Page 32 says the bounce can be up to half the distance it was thrown; how does the referee decide the actual distance?

Thrown explosives behave exactly like grenades when they miss (see page 32). The referee will have to decide how far timed grenades (or explosives) will bounce on a case-by-case basis. The main consideration should the setting on the timer. If the setting is one round or less, the grenade won't have very much time to bounce around before going off. I suggest treating such grenades as though they were set to go off on contact (they then bounce 1d10 meters). If the setting is longer, the grenade will probably stop bouncing before it explodes; determine the maximum distance for the bounce (half the distance it was thrown) and divide by ten, then roll 1d10 times the quotient to determine how far the grenade bounces, rounding any fractions up to the nearest meter. For example, a character throws a grenade 50 meters and misses. The grenade could bounce up to 25 meters (½ x 50). The player rolls 1d10 and gets a three, so the grenade bounces 8 meters (25/10 = 2.5; 2.5 x 3 = 7.5, round up to 8).

Do the mentalist's Beam and Detection disciplines require an unobstructed line of sight to the target in order to function?

No, although Beam requires that the mentalist know the general location of the target.

Will solar optics negate the -2 column shift inflicted when a character is "hit" by the beam of a floodlight?

This is up to the referee. If the surroundings are dimly lit, a sudden zap with a floodlight will blind a character wearing solar optics for one round. Afterwards, the optics will darken and negate the penalty. Of course, if the floodlamp is switched off, the darkened optics will obscure vision until they readjust to the

(continued on page 68)

(continued from page 50)
dim light (the effect is exactly the same as wearing sunglasses in a dark room). If the surroundings are already brightly lit, the optics will already be darkened and will protect against zaps from a floodlight.

Does a maxiprog have all the functions given in its description, or does it perform only one of these functions?

A maxiprog will perform only one function from the list suggested in its description, according to *Zebulon's Guide* designer Kim Eastland. However, Mr. Eastland points out that *Zebulon Guide's* computer section, like the rest of its contents, is intended to give referees a few basic guidelines for handling campaigns. If he wishes, the referee can introduce multifunction maxiprogs that combine functions. Such progs will be more expensive and will perform each function less well than a specialized prog.

What is the random location indicator on the file computer?

This is a catalog showing what information is stored in which file. This aids in retrieving information stored in the computer — information does not have to be retrieved in the same order it was put in.

Can a mainframe maxiprog or bodycomp progit he used simultaneously with other programs, or must they be used one at a time?

Assuming that the computer is not overloaded with programs, it can run all of them simultaneously. A level two mainframe, for example, can run up to four levels of maxiprogs, and can run these simultaneously. The computer could be loaded with more maxiprogs, but only four could run at any one time.

Is there an error on the mass and weight of scanners? A Type D scanner weighs in at 80 kg, but the slightly larger Type E weighs 1,000.

The mass figures for scanners listed on page 89 are accurate; the large increase in mass that you have noted reflects the Type E's much larger volume.

Can the spy eye be controlled through a joystick, or does it have to be preprogrammed?

A spy eye can be controlled manually.

Is the damage caused by the mentalist's Cryokinesis and Pyrokinesis disciplines one time only, or is the damage inflicted every turn? Is damage first inflicted on the third round or the fourth?

Once the mentalist has successfully completed three uninterrupted rounds of concentration of a target, he may continue to concentrate on the target and do additional damage every turn. Since these disciplines involve the complex task of controlling molecular activity, the mentalist must make a new roll for damage each round. If the mentalist switches targets or breaks concentration for any other reason, he must again concentrate for three rounds before inflicting damage. Either discipline inflicts damage on the fourth round of uninterrupted concentration.

What are the maximum and minimum (if any) changes in density allowed by the mentalist's Density discipline?

The time required to use the discipline (one turn for a 10% change in density) puts a practical limit on the change. In absolute terms, a character cannot give himself negative density. When the character reaches "zero" density, his body behaves like an underinflated helium balloon, not quite light enough to float but easily pushed about even by the slightest breeze. Any decrease in density will effectively make the character weaker; the character loses 10% decrease in Strength for each 10% decrease in density. Theoretically, there is no limit on how much density a character can gain, but in normal Earth gravity, a character will become totally immobile once his density increases 500% (five times normal).

What is the range of a grenade launcher?

A grenade launcher has "D" range (see page 37, Weapon Ranges table).

What is an asbestos suit? How much does it weigh and cost?

An asbestos suit is a fireproof garment that covers the entire body, including the head and extremities. It weighs 3 kg and costs 500 Cr.

Ke-5000 lasers and rafflur M-10s can use parabatteries. What are parabatteries, how many SEUs do they carry, and what is their weight and cost?

Parabatteries are essentially larger versions of standard power clips. The capacities, costs, and weights of parabatteries are listed on page 41 of the expanded Alpha Dawn rules. Both weapons can use parabatteries of any size.

What skill is needed to fire a micromissile?

Technically, no skill is required, but the base column for success would be column 0. Characters with PGS weapons skill get a bonus when firing micromissiles.

How much does a minigrenade launcher cost and weigh?

A minigrenade launcher weighs .75 kg and costs 200 Cr. Ω

SAGE ADVICE

by Skip Williams

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And now, we present everything (we hope) that you've ever wanted to know about player characters in the AD&D® game. These questions are primarily organized according to the classes involved, not races; class combinations are dealt with in their own section. Additional commentary was provided by David "Zeb" Cook and Jon Pickens, who are currently working on the second-edition AD&D game rules, and by Roger E. Moore.

Barbarians

Can a barbarian character build a stronghold?

Yes, if the character can afford it. However, the barbarian does not attract any followers when he builds the stronghold. He must hire them (see next question).

Can a barbarian hire men-at-arms to garrison a stronghold or for any other reason? How does charisma affect hiring men-at-arms? Does the barbarian's charisma bonus apply?

Any character — except rangers of less than 8th level — can hire men-at-arms. These are employees who are loyal only as long as they are paid. The character's purse, not his charisma or comeliness, governs how many men-at-arms he can hire. The character's alignment, kindness, and generosity, however, will affect men-at-arms' morale in a tight spot, as will charisma and other considerations; see the *Dungeon Masters Guide*, pages 36-37 and 67 — or DRAGON issue #119, pages 54-58 ("Henchmen and Hirelings," by Charles Olsen) — for details. A barbarian's charisma adjustment will only be helpful if the men-at-arms are also barbarians.

How exactly do barbarians summon hordes? Does a horde simply appear at the snap of the fingers? Is the number generated using the summoner's experience points fixed, or does it vary? Are there shamans in the horde? How many? How long does it take to gather the horde?

The *Unearthed Arcana* (pages 20-21) answers most of these questions. A barbarian character simply returns to his home territory and summons the horde. The exact summoning procedure is abstract and varies according to the type of barbarians involved. This might include beating drums (for barbarians with long-distance signaling) or sending messengers (for those with running or horsemanship). The horde takes one week or more to gather together. The exact number of barbarians summoned is directly dependent on the character's experience, which serves as a measure of the barbarian's fame within the tribe. Whether or not shamans are in the horde (and how many of them appear) depends on the type of barbarians and the size of the horde; see the *Monster Manual*, pages 66-69, for examples. The role-playing of this event could be made extremely intense and memorable.

Could a barbarian use magical chain mail and still receive his full dexterity bonus (+2 for each point of dexterity over 14) to armor class?

No. Chain mail is fairly bulky even when magical, and thus negates the barbarian's full bonus *(see Unearthed Arcana*, page 18). A barbarian could wear elfin chain mail, however, and get the full bonus, as this type of chain mail is not bulky. Of course, DMs might wish to restrict or ban this if it will produce an overly powerful barbarian.

Is there a limit to how many times a barbarian can apply first aid?

Some campaigns allow barbarians to administer first aid each time a character receives a new wound, but each wound may only be treated once. If the PC has received several wounds, only the last one sustained may be treated with first aid.

Bards

What attack table does a bard use?

A bard fights at the highest level that he attained as a fighter (see the *Players Handbook*, page 118).

How many bonus hit points would a bard with an 18 constitution get?

Only fighters and cavaliers can get more than +2 points per die from constitution bonuses. The character in your example would get +4 to each die gained as a fighter, but only +2 for any other hit dice gained — including the six-sided die gained at each bard level. Be warned that, as designed, high-level bards with high constitutions have excessive numbers of hit points, and DMs should consider this with regards to restricting the class.

Which of the druidic special abilities do bards gain?

According to the rules, all of them (see the *Players Handbook*, page 118); once the character actually gains bard status, he is treated as a druid of the same level. Bards of the 3rd level can identify plants, animals, and pure water and can pass through undergrowth. Those of 7th level are immune to *charm* spells cast by woodland creatures and, technically, can change forms. DMs who are interested in preserving game balance, however, should consider dropping the latter ability. The damage-restoring property of the form changing ability can be a real campaign buster when applied to a bards already high hit points. DMs concerned about campaign balance may consider restricting druidic special abilities for bards.

Can a prospective bard take thief-acrobat training as long as he leaves off being a thief when reaching 8th level?

The thief-acrobat class is not an option for prospective bards.

Cavaliers & paladins

Do cavaliers go berserk in combat?

Cavaliers (including paladins) don't normally go berserk in combat unless affected by some magic. They are, however, difficult to control in melee *(see Unearthed Arcana*, page 16).

Do cavaliers and paladins get 12-sided or 10-sided hit dice?

All cavaliers — including paladins — use 10-sided hit dice. The 12-sided listing in *Unearthed Arcana* (page 15) is an error.

Are cavaliers immune to a dragon's *fear* aura?

Yes, they are immune to all types of *fear*.

Cavaliers and paladins can increase intelligence, wisdom, dexterity, and constitution as well as strength. How do the percentage scores of abilities other than strength affect play?

Cavaliers and paladins may *not* increase intelligence or wisdom, just strength, dexterity, and constitution. Paladins may also increase their charisma. Page 15 of

Unearthed Arcana (second column, fifth complete paragraph, last two lines) clearly states that the percentage score does not affect play, except for strength.

Is it acceptable for paladin characters to drink alcoholic beverages?

Whether or not paladins may consume alcohol is up to the DM. In making such a decision, the DM should consider the beliefs and general tendencies of the paladin's religion. It is also helpful to keep in mind that the only beverages which could not be infected or spoiled in the Middle Ages were alcoholic; the only major teetotaling culture in the world at the time was the Islamic Middle East. Balance this with an understanding of the obvious effects of overindulgence, of course; lack of moderation was the offense that most concerned real-world medieval society.

What happens when paladins lose their exalted status? Do they become cavaliers or just fighters?

"Fallen" paladins do become cavaliers, but probably disgraced ones, regardless of their alignment.

Can high-level paladins use clerical magic items?

No, not unless the clerical item's description specifically says that a paladin or noncleric may use it. This holds true even for paladins who can cast clerical spells.

What should a paladin character do when he captures an evil opponent? Let's say that a hill giant (encountered in its lair on a wilderness adventure) surrenders to the paladin, expecting mercy; can the paladin kill it?

A careful reading of the alignment sections of *the Players Handbook* (pages 33-34) and the *DMG* (pages 23-25) should be helpful here. In your example, any of several actions are justifiable in terms of the lawful-good alignment — if the DM sees them that way:

1. The captive giant could be killed immediately if it had committed great crimes and represented a threat to the community at large. Conversely, this could be construed as a neutral-evil act in which the strong dominate the weak and ignore mercy.

2. The captive giant could be released if it has committed no crimes, and if allowed to live may remember this kindness and become a useful member of society. Conversely, this can be construed as a chaotic act in which the rights of the individual are held higher than the welfare of the community at large.

3. The captive giant could be kept prisoner and either forced to work in a manner that would contribute to the common weal, or it could be educated in the hopes that it will change its alignment and become good. Conversely, this can be construed as a lawful-evil act in which a creature is forced to serve the prevailing order and conform to another's interpretation of what is right.

An aside. Is this option actually slavery? Slavery was, historically speaking, not always considered evil. Prisoners of war, whether civilian or military, were enslaved to make them useful and to avoid killing them in the society of the victorious nation. However, deliberate raiding for slaves is evil, and their treatment can easily become evil in any slave-owning society. If the paladin in the example meant to force all hill giants to serve humanity, then this would be slavery. The DM must think his way through considerable cultural relativism on this topic, but it is recommended in the AD&D game that slavery be considered an evil act. In this event, prisoners convicted of evil deeds and sentenced to hard labor cannot be considered slaves.

4. The captive giant could be forced to swear an oath to behave itself and work for the common good of humanity (or, at worst, to leave humanity alone). This could also be held to be a chaotic act if the giant's trustworthiness is questionable.

Obviously, the paladin must do *something* with the giant. Ultimately, it is up to the paladin's player to decide what should be done, and up to the DM to decide if the character's motives were pure or otherwise. It is strongly suggested that the player and DM take a short halt in the game to discuss this, so the PC isn't unfairly penalized for his actions.

Can paladins detect the evil in all evil-aligned characters?

The paladin's *detect evil* ability is like a *detect evil* spell, not a *know alignment* spell. Thus, it can detect the presence of evil alignment in other characters (see the spell description in the *Players Handbook*, page 44) and can even detect the degree, nature, and other alignment components, as per the *DMG*, page 41.

Will a paladin's immunity to disease protect him from the touch of a mummy, a *harm* or cause disease spell, lycanthropy, or green slime?

The paladins immunity extends to "all forms of disease" (*Players Handbook*, page 22), so (by implication) any disease or condition that is cured by a *cure disease* spell cannot be caught by a paladin. Lycanthropy, however, may be considered a special case, as a *cure disease* or *remove curse* from a 12th-level cleric is required (*DMG*, page 22), so this condition is as much a magical curse as a disease. A previous rules question in POLYHEDRON™ Newszine noted that lycanthropy *could* be caught by paladins for this reason, so this ruling shall stand.

Of course, this still leaves an enormous number of things to which paladins are immune: normal infections, diseases from mummies, the effects of numerous monster plants (green slime, violet fungi, etc.) — i.e., anything that can be cured by the application of a *cure disease* spell alone. Note that the effects of yellow mold cannot be overcome in this manner, as the *cure disease* is applied after the PC's death and in conjunction with another spell. Some campaigns may restrict the effects of a paladin's disease immunity to those diseases not contracted by magical means or from monsters, however.

Clerics & druids

Why don't clerics have any missile weapons? Couldn't they use blunt arrows?

Clerics now have several missile weapons available to them, *see Unearthed Arcana*, page 13. Arrows, blunt-tipped or not, are officially off-limits to clerics in the AD&D game.

Can neutral clerics turn or control undead?

Some campaigns may allow neutral clerics to control undead whose alignment matches the nonneutral component of the cleric's alignment, turning all others (e.g., a chaotic-neutral cleric could control chaotic undead and could turn others). If the cleric has a true-neutral alignment, then only true-neutral undead are controlled; all others are turned.

Can druids turn undead? How about neutral-good ranger/druids and nonneutral druids of other races?

No on all counts. Undead turning is not a druidic ability.

Will a druid who *shape changes* into another form burst out of his equipment as if he were a lycanthrope, or does his equipment change with him as in *polymorph* self spells?

The druids equipment changes along with him, so none of it is destroyed.

Can a druid change form into a giant version of a normal animal as long as the new form is within the weight restriction?

Interpreting the rules strictly, druids are limited to the shapes of animals whose *normal* forms are within the weight limits. Some DMs, however, allow changes to any animal form, in sizes up to the weight limit. How you do it doesn't really matter, as long as you are consistent. Some DMs may limit druids to the use of animal types that the druids have actually seen or that naturally occur in the druids locale.

Can a druid change shape into a magical mammal, fish, or reptile, like a unicorn or pseudo-dragon?

No, he can change shape only into normal, nonmagical animals.

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This month, we continue our topic from last month: the realm of player characters in the AD&D® game. These questions are primarily organized according to the classes involved, not races; class combinations are dealt with in their own section. Additional commentary was provided by David "Zeb" Cook and Jon Pickens, who are working on the second-edition AD&D game rules, and by Roger E. Moore.

Cavaliers & paladins

At what level do paladins cast their spells?

Paladins get their first spell at 9th level and are treated as 1st-level casters at 9th level, 2nd-level casters at 10th level, etc.

Can a paladin voluntarily drop his *protection from evil 10' radius* in order to fight a devil or other creature from the lower planes? The illustration on page 23 of the *Players Handbook* would seem to indicate that this is possible.

A *protection from evil 10' radius* from any source will not hedge out a creature if the caster allows the creature to enter the area of effect. Once the circle is so broken, the creature can freely attack anything within the spells radius. Its attacks, however, are still at -2 "to hit," and protected creatures still get their +2 bonuses to saving throws. The *protection from evil* also continues to hedge out any additional creatures not voluntarily brought within the radius. If a creature subsequently leaves the circle (or the circle shifts so that the creature is outside the radius), it may not reenter unless the circle is voluntarily broken again. It is possible to break the circle accidentally, but some DMs may warn the paladin or spell-caster if this might happen, if the PC is specifically trying to avoid this. See *Manual of the Planes* for spell effects on other planes (as is the case in that particular illustration you mentioned).

***Unearthed Arcana* says that cavaliers and paladins use pole arms and missile weapons only at high levels. How high is high enough?**

A cavalier or paladin must be proficient in all the class's preferred weapons (see *Unearthed Arcana*, page 14) before he can become proficient in pole arms, bows, or other weapons not on the preferred list.

Do paladins receive bonus clerical spells for high wisdom?

No, only clerics and druids get them.

Clerics & druids

Can a druid choose the animal forms into which he will *shape change* on a given day — say, three particular bird forms?

Druids are limited to one mammal, one bird, and one reptile form per day; three of a kind isn't allowed.

Do druids get bonus spells for high wisdom, as do clerics? Are there other classes that get bonus spells?

Druids *are* clerics and do gain bonus spells for high wisdom. No other classes get bonus spells, including those that can cast clerical or druidical spells (like rangers, bards, and paladins).

Can a druid who was trained in a forested area identify desert plants or other flora in unfamiliar terrain? How about on other planets or planes?

This is up to the DM. The decision will depend upon the nature of the campaign world, how bright the druid is, and on how much knowledge his teachers have. One can certainly learn to identify plants one has never seen if one has access to reliable descriptions. A druid might also gain this information through research or from a sage. A 5%-per-level chance to know if a plant or animal is poisonous, edible, etc., is fair.

Now that dwarven PC clerics are allowed, can you reduce the starting age for dwarven clerics? There is no good reason to make PCs start in the *old* age category, especially when human clerics can be *young adult* or *mature* at worst.

The AD&D game is one of choices. If a player wants to have a cleric character, he must choose between a relatively young human or a proportionately much older demi-human. The variation in starting ages can be explained by the ethnic differences between humans and demi-humans, which require a long period of initial training for demi-human clerics.

At what age does a drow cleric start play as a PC?

The same age as any other elven cleric; see page 12 of the *DMG*.

Fighters & rangers

A 20-year-old human fighter has a strength of 18/01. When he reaches the age of 21 (mature), he gains one point of strength. What is the fighter's new strength score?

The character's new strength score is 18/11. The additional point of strength equals 10% on the exceptional rating.

The rules say that fighters can get their strength bonuses with special bows. What kind of bows apply, and how much do they cost?

This is up to the DM, but we suggest that you require a composite bow. One local campaign figures the cost of such special bows using the base cost for the bow plus an additional and equal cost per bonus point of damage. Thus, getting the +1 hp damage for a 16 strength requires a bow of twice-normal cost, a +3 (for 18/01 strength) is triple-normal cost, etc. Another version of this type of bow is described in DRAGON issue #127, page 27.

One of my players says that fighters are allowed one attack for each level they have attained when fighting creatures with less than one hit die. I have looked through the *DMG* and can't find any such rule. Have I missed something?

Yes, you have missed a rule, but not in the *DMG*. Your player referred to the note in the *Players Handbook*, page 25, just below the Attacks Per Melee Round table.

What happens when a fighter who is normally allowed multiple attacks in a round fights creatures with less than 1 HD?

When fighting creatures with less than 1 HD, a fighter attacks a number of times per round equal to his level, his ability to make multiple attacks in other situations not withstanding. Note that if there are more powerful creatures fighting alongside these weaker creatures, the fighter may opt to attack the more powerful creatures at his normal rate, but he may not make extra attacks against weaker creatures in the same round. Ω

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This month, "Sage Advice" returns to the topic of monsters in the AD&D® game, last covered in issue #131.

Undead

Undead, as a general class of monsters, are immune to *sleep*, *charm*, and *hold* spells. Does this immunity also extend to web spells?

In general, no. Any creature with a corporeal body can be ensnared by a web unless it possesses some special form of protection, such as a *ring of free action*. Of course, incorporeal undead such as wraiths, spectres, groaning spirits, ghosts, and vampires in *gaseous form* are immune to webs.

Can normal persons speak with undead?

Unintelligent undead do not converse; they simply attack living things. The more powerful, intelligent, corporeal undead such as vampires and liches do speak. Whether or not other undead speak is up to the DM. In general, undead are malevolent beings who hate life and are not prone to talk. However, having an undead monster speak for dramatic effect is perfectly acceptable.

Which creatures can become undead? Is it possible to have vampiric purple worms or spectral trolls? Or is undead status limited to humans and demi-humans? If so, what happens to other creatures who are slain by "undead-creating" undead?

Some DMs rule that only humans become undead, but it is more common to include all the PC races and their NPC subraces. Animals and monsters never become undead unless their remains are magically animated as skeletons or zombies. Such creatures simply die when slain by undead.

What happens when an undead with a link to the Negative Material plane is *plane shifted* to an outer plane? Would this sever the link?

Plane shift has no special effect on undead. If the spell succeeds, that portion of the undead that was formerly on the Prime Material is shifted to the destination plane; the link to the Negative Material remains intact. It is quite possible that the residents of the destination plane will resent having an undead monster dumped into their midst.

Can psionically aware creatures attack intelligent undead with attack mode A, assuming that they meet the requirements for using this attack on nonpsionic beings? Can intelligent undead be *dominated*? I assume the undead immunity to *charm* prevents this.

There is no reason why any undead that is capable of independent thought should not be subject to psionic attack, including domination (this is not charm, per se). Mindless undead, such as skeletons, are immune to psionic attacks. Individual DMs might choose to rule that all undead are immune to psionic attacks unless they themselves use psionics.

Can undead be psionic, assuming that the creature in question was psionic in life?

Only those undead which can retain character abilities, such as vampires and liches, can retain psionic abilities in their undead states.

Are wights, wraiths, mummies, vampires, and spectres affected by *magic missiles*, lightning, and magical fire?

See the individual monster descriptions for each creature's immunities; note that all undead are immune to *charms*, *holds*, *paralyzation*, *sleep*, and poison. Any attack which is not prohibited is allowable.

How does a skeleton see? What about other creatures that don't have eyes?

One can assume that the magic that animates a skeleton also grants it 60' infravision. Other eyeless creatures don't see at all; they navigate by touch, smell, or hearing. Such creatures are never fooled by *invisibility* spells.

Will a paladin's *protection from evil* keep ghouls at bay?

Yes, but ghouls are the only undead creatures so affected. The paladin (or spell-caster) can voluntarily break the circle in order to melee the ghoul, but this allows the ghoul to return the attack, though at the appropriate penalty (see the spell's description on page 44 of the *Players Handbook*).

The *Monster Manual* says that spectres are totally powerless in sunlight. What does this mean in game terms?

A spectre cannot drain levels or inflict damage when exposed to natural sunlight or its magical equivalent, such as light produced by a *sun blade* (*continual light*, although quite bright, is not equal to full daylight). Spectres will flee from sunlight whenever they encounter it, and will never enter it willingly. Spectres regain their powers immediately upon leaving direct sunlight.

Can a cleric turn a banshee?

According to the rules, no. Individual DMs might allow them to be turned as special monsters, however.

What is a lesser vampire?

A lesser vampire is created when a vampire drains a victim of life energy, and the victim (now a normal vampire, though possibly with extra abilities carried over from life) remains under the vampire's control; see the *Monster Manual*, page 99.

Can a vampire drain energy levels after a stake has been driven through its heart? If it can, will simply touching its body cause the energy drain?

A stake through the heart totally incapacitates a vampire. It cannot move, attack, or use its special abilities; it is not destroyed, however, until additional steps are taken (**see** the *Monster Manual*, page 99). All touch-delivered attacks, including an undead's energy drain, require a successful melee hit from the creature delivering the attack. Simply touching an active vampire will not cause energy loss.

AD&D game module GDQ1-7 *Queen of the Spiders* (pages 70-71) speaks of a vampire striking away a holy symbol and suffering 2-12 hp damage. The *Monster Manual*, on the other hand, says that holy symbols do not harm vampires. Please resolve this contradiction.

No contradiction exists. The line in the *Monster Manual* is meant to convey that holy symbols have no effect when used against vampires as weapons. Any lawful-good holy symbol, however, is an effective barrier against a vampire. The rather unusual vampire in the module chose to

force its way through the barrier instead of bypassing it as most vampires do (see the *Monster Manual*, page 99). The damage is the consequence of the vampire's unusual action, not a character's. Note also that if a character tries to use a holy symbol as a weapon, it ceases to function as a barrier; the vampire can return the attack without penalty. This is similar to what happens when a paladin voluntarily breaks his *protection from evil* in order to melee an extraplanar creature.

Miscellaneous monsters

How do spells affect nilbogs? Are there limits on nilbogism — such as range, save, or limits on total hit dice or levels affected?

"Harmful" magic gives nilbogs hit points on a one-for-one basis. Death magic doubles a nilbog's current hit points. Curative spells harm nilbogs. Spells which cause no damage work normally on nilbogs. Any creature that can see or affect a nilbog is subject to nilbogism's peculiar effects (if it tries to do anything to the nilbog). Nilbogism has no range, level, or hit dice limits, or saving throw.

I can't find the statistics for the amphisbaena.

This monster is listed on page 88 of the *Monster Manual*, under the heading "Snake, Giant."

Can a character get lycanthropy from a lycanthrope's claws?

No, only from the bite. When characters fight lycanthropes, it's best to keep separate track of the claw and bite damage each character suffers.

My character was recently overwhelmed by a horde of small scorpions that swarmed out of a barrel. I later discovered that these tiny monsters have 2 + 2 HD, three attacks each, and move as fast as an armored man. Isn't that a bit much for normal arachnids?

For normal arachnids, yes. But a 2 + 2 HD scorpion is not a normal creature. This creature is listed in the *Monster Manual II* as small, which means it's smaller than a normal human — but easily 3-4' long. (See the introductory sections of the monster tomes for explanations of all the terms used in monster descriptions.) A horde of them could not fit in a barrel; your DM made a mistake. A swarm of biting or stinging insects or arachnids inflicts 1-2 hp per round at most. If they have poison, one save per round will suffice.

How many hit dice does a huge patch of green slime have?

A 2-HD patch of green slime is about 3' in diameter, or about seven square feet, enough to fill a typical doorway. Larger patches have one additional hit die per each additional three square feet.

Extraplanar monsters

My DM recently ruled that my party's cleric could not *plane shift* a type V demon because the spell requires a touch and the demon is immune to normal weapons. The cleric's hand, my DM said, is not a magical weapon.

Your DM is wrong. While a character's hand is not a magical weapon, immunity to normal weapons does not confer immunity to touch-delivered spells. While a touch-delivered spell does require a successful melee hit, it is not a melee attack per se. Some DMs allow a spell-caster to keep a touch-delivered spell "on hand" until he touches something; thus, if the first attempt to touch the target misses, he can try again. Holding a spell on hand requires minor concentration which can be broken voluntarily or by an attack that damages the spell-caster. As long as the spell is on hand, it will be discharged whenever the caster's hands touch anything or anyone. The demon in your example is entitled to its magic-resistance roll even if the touch succeeds.

Both the succubus and the alu-demon have the ability to *shape change* into humanoid creatures of roughly their own sizes. Is this a true shape change ability, in that these monsters actually gain the abilities of their new forms? Also, how great a change in size is allowed?

These creatures' *shape change* abilities are not the same as the ninth-level magic-user spell; they are similar to the more limited druidic ability. The ability is only useful for disguise and deception, to conceal these creatures' demonic natures. These demons are limited to the forms of creatures that are identified as "persons" on page 45 of the *Players Handbook* and similar creatures from the FIEND FOLIO® tome and *Monster Manual II*. The disguise is complete, however, and the demon receives all of the racial abilities of the new form. For example, a succubus *shape changed* into a dwarf would be able to spot unsafe stonework, determine depth, etc. Remember that character levels are not a racial characteristic. I suggest limiting the change in size to 25% of the original creature's actual height and weight.

Can a character pay a noble time elemental to move him to a time when an adversary was only 1st level, so he can be easily killed? Where is the plane of Time?

It might be possible for player characters to convince a time elemental to move them in time. Time elementals are merely

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creatures which exist outside the normal flow of time, however. They do not have detailed knowledge of the entire continuum; thus, the time elemental is able to move a character to a location of a character's choosing by a considerable amount — say 1,000 years or so, with a wide margin for error. Furthermore, once a time elemental moves a character, there is no guarantee that it will be there to move him back. The plane of Time is a demi-plane, a timeless void located somewhere (or perhaps somewhen) within the Ethereal plane ***(see Manuel of the Planes,*** page 21).

Can barghests be turned by clerics? Does holy water harm them?

Does a *protection from evil* keep them from attacking? Exactly how large are barghests, and what are their armor classes? How do you determine their damage bonuses?

Barghests of 8 + 8 HD or less may be turned as specials, but barghests of 9 + 9 HD or more cannot be turned. Holy water inflicts standard (1d6 + 1 hp) damage on barghests. Protection *from evil* does not keep barghests from attacking, but this spell does not prevent attacks from any other creatures. Protection *from evil* and protection *from evil 10' radius* keep extraplanar and summoned creatures from physically touching the protected creatures, and gives them armor-class and saving-throw bonuses. The attacking creatures may still make ranged attacks, and can use weapons against the protected creatures. Barghests are extraplanar creatures. A barghest's armor class and damage bonus depends on its hit dice: 6 + 6 HD = AC 2, Dmg 2d4+6; 7+7HD = AC 1, Dmg 2d4 + 7; etc. Barghests are man-sized at 8 + 8 HD and below, and large at 9 + 9 HD and above.

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SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR UK Limited, The Mill, Rathmore Road, Cambridge CB1 4AD, United Kingdom.

Once again, we enter the realm of player characters in the AD&D® game. These questions are primarily organized according to the classes involved, not races; class combinations are dealt with in their own section. Additional commentary was provided by David "Zeb" Cook and Jon Pickens, who are currently working on the second-edition AD&D game rules, and by Roger E. Moore.

Magic-users

Can a magic-user fill a higher-level spell slot with a lower-level spell? For instance, can a magic-user memorize fireball instead of a fourth- or higher-level spell?

No. Spells can't be switched except under certain special circumstances, such as the use of a *Rary's mnemonic enhancer* or *Mordenkainen's lucubration* spell.

Would a magic-user take damage from his own fireball if the spell were cast at zero range?

Absolutely yes! Note that a *fireball* has a cubic volume in excess of 33,000 cubic feet, enough to fill about 335' of 10' x 10' corridor. A mage doesn't have to cast a *fireball* at range zero in order to get caught in the blast.

Are there any restrictions on magic-users trading spells?

None except those imposed by the DM. Some campaigns require mages to make scrolls (or have them made) before a spell can be safely transferred. Once the scroll is made, the receiving magic-user rolls his "chance to know," writes the spell into his book, and the spell disappears from the scroll. Any attempt to write the spell into the book uses up the scroll even if the "chance to know" roll fails. Note that a *write* spell is not required as long as the receiving magic-user has a "slot" of the appropriate level available, and he has not previously failed his "chance to know" for the spell in question. Attempts to transfer spells directly from book to book result in the spells disappearance from the original book.

If a PC has an NPC mentor who supplies higher-level spells as the PC advances in level, the mentor might be upset to find "bootleg" spells appearing in his apprentice's spell book.

Fighters & rangers

Can a ranger wear plate mail or plate armor?

Yes. A ranger may wear any armor.

How do rangers acquire magic-user spells?

A ranger learns magic-user spells from a magic-user, just as a 1st-level magic-user does. Start the ranger out with *read magic*, plus three other spells from the table in the *DMG*, page 39. The cost of the initial spell book is assumed to be part of the training cost for reaching 9th level. The ranger must follow all the normal rules for spell use (e.g., chance to know a spell by intelligence, casting time, material components, armor worn, etc.).

At what level do rangers cast their spells?

The character's spell-casting level is based upon the first level at which he can cast spells. An 8th-level ranger, for example, casts his druidic spell at 1st level. A 9th-level ranger casts his magic-user spell at 1st level, but he casts his druid spell at 2nd-level; at 10th level, a ranger casts his druid spells at third level and his magic-user spell at second level, and so on.

Do rangers receive bonus druidic spells for high wisdom?

No, only clerics and druids get them.

Can high-level rangers use wands or other magic-user items?

The ranger's ability to cast spells does not empower the class with the ability to use magic-user or druidical magic items, unless such may be used by all classes.

Can a high-level ranger who has all the *Bigby's hand/fist* spells in his books use all three functions of a *wand of force*?

No. Only a member of the magic-user class can use the wands third function (and then only if he has at least one of the *Bigby's hand/fist* spells in his book). Rangers, even though they can cast magic-user spells, are not magic-users per se. Furthermore, a ranger can have 2nd-level magic-user spells at best (see the *Players Handbook*, page 25), and thus cannot have *any* of the *Bigby's hand* spells.

If a ranger can only own what he can carry, how can he build a stronghold?

You might also ask "If a ranger can only own what he can carry, how can he own a mount?" In fact, the restriction applies only to personal items, treasure, weapons, magic items, etc. The property restriction is not intended to turn rangers into medieval bag ladies. It merely reflects the class's nonmaterialistic outlook. A stronghold is not strictly for a character's personal use; it is a home for all the character's hirelings, and also serves to enforce the character's interests and promote the fundamentals of the character's alignment within the area that the stronghold controls. As such, a stronghold is not an item of personal property and falls outside the restriction.

Are there additional adjustments to surprise for an elven ranger?

No. However, the character does get the best applicable surprise chance in any given situation.

The article, "Arcana update, part 1" in DRAGON issue # 103 (page 13) says that only single-classed fighters and rangers can specialize with a weapon. Does this mean that dual-classed fighters and rangers cannot specialize?

Unearthed Arcana did not specifically restrict weapon specialization to single-classed fighters and rangers, though the update article (written by Kim Mohan, with input from Gary Gygax, Frank Mentzer, and Jeff Grubb) did. If *Unearthed Arcana* alone is used, then multiclassed and dual-classed fighters and rangers can indeed specialize with weapons. If the update is followed, the opposite is true. Another option for the DM is to rule that a fighter or ranger who assumes a second class loses the benefits of specialization, but a character of another class can become specialized if he assumes a fighter class. Fighters and rangers get their specialization bonuses from concentrating on one weapon, which requires constant practice. When a character assumes a second class, he ignores his original class completely while learning the new class. A fighter who does this loses the benefits of specialization, as he no longer devotes any effort to the weapon of specialization. If the character started play as any other class, he could specialize in a weapon when he began learning the fighter class, and would not incur any penalty except the possibility of low hit points (see the *Players Handbook*, page 33).

The rules say that the option to specialize in a weapon must be made at 1st level. What about the NPCs in my campaign that were

around *before* the specialization rules came out? My players aren't taking this sitting down, either.

A DM may allow already-created characters to start weapon specialization retroactively when he first introduces the specialization rule into his campaign. Thereafter, the decision to specialize must be made when a character begins play.

Can a weapon proficiency slot be used to enable a fighter or other class to make attacks with two weapons at no penalty? Can a fighter or ranger specialize in two-weapon combat?

Using a proficiency slot for two-weapon combat is up to the DM, but we do not recommend it. If you decide to allow such a proficiency, require a separate slot for each combination to be used. For example, a character who wishes to use a long sword and dagger combination without penalty would have to have at least three proficiencies: long sword, dagger, and long sword *and* dagger.

Weapon specialization allows a fighter or ranger to excel in the use of one — and only one — weapon. Thus, a character cannot be specialized in two-weapon combat, as this is not a weapon per se. A character may use a second weapon along with his weapon of specialization, but he must follow the rules on page 70 of the *DMG*. Bonuses for specialization apply only to the weapon of specialization, never to the secondary weapon.

Can a character simply specialize in "sword," and so gain specialization bonuses with all types of swords?

No. A character specializes with a specific type of weapon, not a general class of weapon.

Can a fighter or ranger specialize in more than one weapon if the extra slots are available?

Fighters and rangers can specialize in only one weapon, the number of available proficiency slots notwithstanding.

Will "to hit" bonuses from strength or weapon specialization allow a character to hit monsters that are hit only by silver, iron, or magical weapons?

Nonmagical bonuses of any sort *never* allow a character to harm a creature which is harmed only by magical or special weapons.

Thieves & assassins

Why did *Unearthed Arcana* take shields away from assassins?

Unearthed Arcana (page 13) is in error. Assassins may use shields but not during a melee round in which the character is engaged in the act of assassination.

Do assassins have to roll to hit when attempting assassination?

This question sparked considerable controversy among the sages. Gaming groups should choose whichever of the two following rulings is most appropriate and desirable for the campaign and PCs:

1. Assassination **is not** a melee tactic; it cannot be performed against a surprised PC or NPC during a regular, played-out battle. In order to perform an assassination, an assassin PC must turn over an exacting plan for the act to the DM, who evaluates the plan and rolls the dice on the Assassins' Table For Assassinations on page 75 of the *DMG*. No "to hit" roll is required; the roll on the table merely condenses all of the various die rolls together into one package for fast results.

2. Assassination **is** a melee tactic but can only be used against surprised opponents and cannot be combined with back-stabbing; a "to hit" roll is thus required (*Players Handbook*, page 29) unless the victim is helpless (see the *DMG*, page 70). If the attack hits, the DM rolls on the assassination chart to see if the assassin kills the victim outright. If the assassination fails, the victim still suffers normal weapon damage. Poison can be used with an assassination attack.

Can thieves back-stab or assassins assassinate with missile weapons?

Thieves cannot use missile weapons for back-stabbing attacks, but assassins apparently can do so (going by a strict rules interpretation), though this is not recommended.

If a thief using two weapons makes a back attack, does he get his "to hit" and damage modifiers for both weapons?

The +4 "to hit" and the damage multiplier only apply to the first blow; the second weapon gets the +2 "to hit" modifier for a rear attack but no damage modifier. The same holds true if the thief gets multiple attacks due to surprise.

When a thief makes a back attack, are any damage bonuses for strength or a magical weapon also multiplied?

No. The multiplier applies only to the weapon's base damage; other damage bonuses are applied after the multiplication is made.

Can a thief ever get more than quintuple damage for back-stabs?

No. Quintuple damage is the limit.

Why are thieves restricted to short bows? Why can't they use long bows?

There are two reasons for this: game logic and game balance.

From the standpoint of game logic, a long bow is simply too large. A thief carrying such a weapon would have difficulty hiding or climbing. Therefore, the thief learns to use other, more easily concealed weapons. There are other logical considerations. A long bow requires more strength than the average thief has. Rather than writing a strength requirement for the long bow (and every other weapon on the list), we put a class restriction on it; only fighters who normally have high strength scores can use it.

From the standpoint of game balance, only fighter-types have unlimited choices of weapons. In order to make thieves less effective than fighters in combat, they have fewer weapons to use. Thieves are not supposed to get into long-range firefights with opponents; they're supposed to be sneaky. This distinction between classes is very important for several reasons. It prevents a character with extremely good stats from totally dominating the game, since no character can do everything. It also promotes teamwork and gives everyone a chance to have some fun, again because no single character can do it all.

A similar line of logic applies to all the other class distinctions. The AD&D game simply would lose its appeal if clerics could use edged weapons, if mages could wear armor, or if fighters could pick locks.

The *Players Handbook* says that elven characters can move so silently that they can *surprise* opponents 66 2/3% of the time. Do I add this amount to an elven thief's move *silently* percentage?

No; use the racial adjustment from the table on page 28. The 66 2/3% refers only to an increased ability to gain surprise (1-4 instead of 1-2 on 1d6) and is dependent on the prevailing conditions (see the *Players Handbook*, page 16).

A 9th-level thief-acrobat has a dexterity of 19 and wears no armor. According to the Thief-Acrobat Function Table *(Unearthed Arcana*, page 24), a 9th-level thief-acrobat can fall a distance of 10' and take no damage. The modifications for dexterity and no armor add 15' to the falling distance. Is this 15' also added to the 10' that the thief-acrobat can fall and take no damage?

The bonus distances from any source are added to the distance indicated on the falling column on the Thief-Acrobat Function Table; since the "automatic safe" falling distance is inferred, not listed, it does not increase with bonuses. The 9th-level thief-acrobat in your example would take no damage from falls up to 10'.

Which races can become thief-acrobats?

All races that can become thieves can become thief-acrobats.

Do thief-acrobats have to pay extra training costs? How much does a thief-acrobat's initial training cost?

Acrobats pay normal training costs. A starting thief-acrobat pays training costs for gaining the 6th level (see the *DMG*, page 86).

Will *gauntlets of ogre power* give a thief-acrobat the bonuses for an 18 strength (as given in the table on page 25 of *Unearthed Arcana*)?

Gauntlets of ogre power give an 18/00 strength to the chest and arms. Use the 18 strength score only for pole vaulting.

Can thief-acrobats use their evasion maneuvers against missile attacks?

Yes, provided they have the initiative and are aware of the attacks.

Multi- and dual-classed PCs

What multiclassed options are open to thief-acrobats?

Thief-acrobats are treated as thieves for determining what multiclass combinations are available.

Can assassins opt to become thief-acrobats as multi- or dual-classed PCS?

No, they cannot. A subclass cannot be combined with another subclass.

Are half-orcs the only race that can become cleric/thieves?

If you are using just the *Players Handbook*, this is indeed the case. If you are using *Unearthed Arcana*, the following races can become cleric/thieves: gray dwarves; dark, gray, high, valley, and wood elves; deep and surface gnomes; all types of halflings, and half-orcs. Note that an expanded table of allowable multiclassed options was published in issue #103 of DRAGON Magazine, on page 49.

Are druid/illusionists possible in the AD&D game? There are druid/magic-users.

No. A subclass is not allowed in a multiclassed combination just because the main class is. In the case of the illusionist class, only the gnome races can be multiclassed illusionists of any sort because these races have a predisposition toward the illusionist profession. Elves, who can be druid/magic-users, can't become illusionists at all.

Which races can become magic-user/assassins?

Dark, gray, high, valley, and wood elves may become magic-user/assassins.

I have a human 2nd-level fighter/8th-level cleric (using the dual-classed rules from the *Players Handbook*). Can he use edged weapons? Is there any penalty for their use?

the answers to these questions depend on which class the character followed first; it isn't apparent from the order in which you list the levels. We'll guess that the PC was a fighter first and a cleric second. In this case, the character can use edged weapons freely, since he is now a higher level in his second class (see the *Players Handbook*, page 33). There are no penalties whatsoever for using edged weapons. When using such weapons, however, the character attacks as a 2nd-level fighter, not an 8th-level cleric.

Can a multiclassed fighter/thief use his specialization bonuses in a back-stab attempt?

No. Only single-classed fighters may specialize (see "Arcana update, part 1" in DRAGON issue #103, page 113).

Can a multiclassed fighter/magic-user wear full plate armor?

Yes, multiclassed magic-users (not dual-classed) may wear the best armor allowed by their classes. However, only elves may wear armor and cast magic-user spells (see the *Players Handbook*, page 33, top of second column).

What multiclass options are open to barbarians and cavaliers?

None. The barbarian subclass is open only to humans, and humans are never multiclassed characters. An elven or half-elven cavalier (strictly speaking) cannot be a multiclass character as such a combination is never mentioned in the rules as a possible combination; this also applies to half-elven paladins. Human cavaliers and paladins cannot be multiclassed, but in theory could be dual-classed. However, a dual-classed cavalier or paladin also seems to run against the single-minded nature of those classes. You might consider a restriction on dual-classed cavalier types that only the cleric class can be adopted as the other class.

What are the rules for single-classed demi-humans adding a second class, or multiclassed demi-humans adding another class?

There are none. Multiclassed demi-humans must be multiclassed from the start; they can't add more classes later.

When can my fighter/illusionist use weapon specialization? Are there any penalties for doing so?

Your fighter/illusionist might not be able to use weapon specialization at all. If he is a multiclassed fighter/illusionist (and therefore a gnome, the only race in which this combination is allowed) he is not single-classed and cannot specialize.

If he is a dual-classed human he may specialize only if he was an illusionist first. If the character started play as an illusionist, he could specialize in a weapon when he began learning the fighter class, and would not incur any penalty except that he would have an illusionist's hit points (see the *Players Handbook*, page 33).

At what level do multiclassed spell-casters cast their spells? I assume that the levels are cumulative, so that a 7th-level fighter/7th-level mage would cast his spells at 14th level.

A multiclassed character's levels are *not* cumulative for any purpose. The fighter/mage in your example casts magic-user spells at 7th level. If the character were a 7th-level cleric/6th-level magic-user, he would cast clerical spells at 7th level and magic-user spells at 6th level.

Do multiclassed characters get all of the proficiency slots of all of their classes? If so, are they free to use any of their slots for any of their classes?

Multiclassed characters have proficiency slots for all their classes. All these slots are not lumped together, however; they remain separated by class. A fighter/thief, for example, who chooses to attack as a fighter suffers the fighter nonproficiency penalty if he uses a weapon with which he is proficient only as a thief. Likewise, the fighter/thief may only back-stab with a weapon allowed to the thief class.

Is it possible for a human to add more than one class using the dual-class rules?

Adding more than one class is not recommended except for the occasional and extremely rare NPC, but it can be done.

***Oriental Adventures* says that a dual-classed character "always uses the most advantageous combat and saving throw tables of the two classes without penalty" (page 28). Does this mean that a high-level fighter could make multiple attacks while studying a second class?**

Not before he surpasses his fighter level in the second class, unless he forfeits all experience for that adventure. Multiple attacks are a function of the fighter class.

Miscellaneous

I think I have found an error in the *Players Handbook*. It lists the maximum dexterity for half-orcs as 14, but the AD&D game errata published in DRAGON issue #35 lists the maximum dexterity as 17.

You have indeed found a mistake in the *Players Handbook*. Half-orcs do have a maximum dexterity of 17.

Do elves get their 66 2/3% surprise ability when wearing elfin chain mail?

No; elfin chain mail and all other metallic armors negate the surprise ability. Ω

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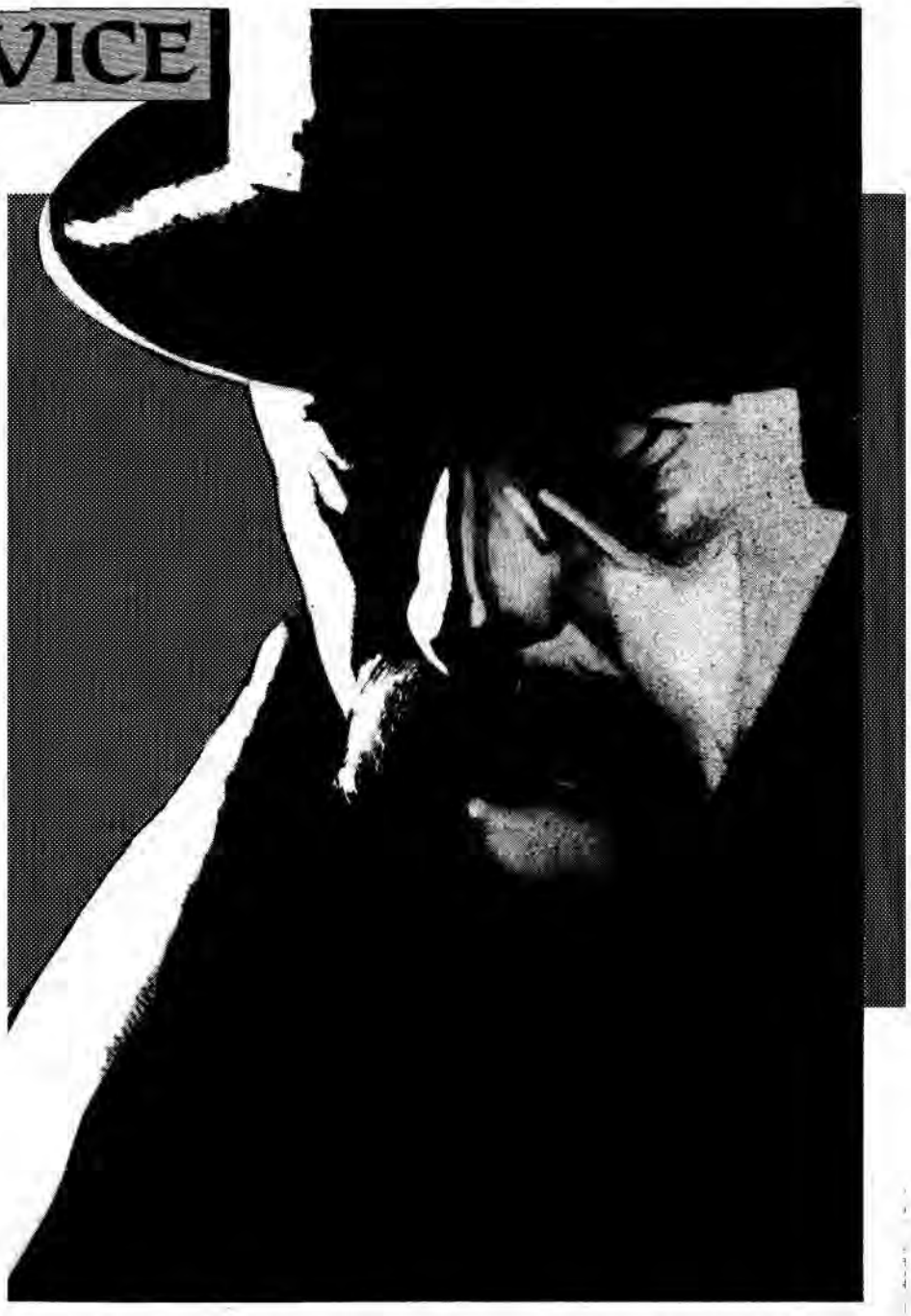

by Skip Williams

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This month, "Sage Advice" looks at the original (second-edition) TOP SECRET® game and the TOP SECRET Companion. These questions do not cover the new TOP SECRET/S.I.™ game. Page numbers in this article refer to the 64-page TOP SECRET game rule book, unless otherwise noted.

Original set rules

One of my players insists that Temporary Losses are expressed as percent reductions instead of subtractions, so a -20% penalty means the loss of 20% of the trait, not a 20-point reduction of the trait.

Your player is right. This rule applies to all personal trait reductions (see page 5).

How about some guidelines on handling wounds in the field? It's fine to assume that characters get healed when on R&R, but what happens when they have to fight their way free before they can get to a hospital? What happens when a character receives first aid? Do wounds ever get infected?

How you handle this depends entirely on which rules you are using. In the second-edition game, the Administrator need not worry about what happens before the character gets to a hospital, even when using the Optional Specific Injury Determination rules on page 41. The wounded character has to live with his injuries until they are treated. As one reader pointed out, however, it's hard for wounded characters to remain inconspicuous. Note that R&R and healing are possible even without hospital care; see page 17.

The TOP SECRET Companion introduces first aid on pages 71-72 of that book. The Administrator might wish to use infected wounds as a complication (see the rule book, page 44). The Administrator is on his own when determining the effects of infections.

Is there a Willpower check made when poison is used, or does poison automatically take effect?

In general, Willpower does not alter the effects of poisons; however, see the sleeping-gas rules on page 39.

If the rules on page 46 are used, how can a character ever be killed by poison?

Since Life Level is a secondary trait derived from Physical Strength and Willpower, any poison that reduces one or both of these primary traits is potentially lethal. While unwounded characters are unlikely to succumb to poisons, wounded characters are quite vulnerable (a character might not be able to handle his current wounds at the lowered Life Level). When a character's Life Level is reduced to zero by poison, the character is dead. The Administrator might assign particularly deadly poisons (such as cyanide) a severe modifier to the trait-reduction roll.

When ether or sleep gas is used, what is the onset time and what is checked to see if the character is affected?

The onset time is immediate for game purposes. Ether is considered an anesthetic; treat this as sleeping gas, using the rules on page 39.

What are the effects of various gases, such as chlorine and nerve gases (including onset times)?

This question is too broad to be fully answered here; Administrators will have to decide the effects on a case-by-case basis. In general, onset time is immediate, unless the gas is so dilute that characters must be exposed for several turns in order to get one dose (see page 46). Once a dose has accumulated, the effects are immediate. Chlorine is an irritant poison that affects Physical Strength, Willpower, and Coordination. Most nerve gases can be considered deliriants.

"Spy's advice" in DRAGON® issue #91 said that certain military weapons are not available to agents and do not fit into the TOP SECRET game. I disagree; depending on the nature of the mission, agents might very well need military weapons. Please publish statistics for light machine guns, heavy mortars, and bazookas.

It has been said before, but I'll say it again: Military weapons have no place in the TOP SECRET game. Any mission requiring heavy weaponry will be assigned to regular or special army units, not to espionage agents. It is possible, however, that characters might come across some of these weapons in the hands of NPCs. Several types of machine guns and personal missile launchers were described in "Now that's firepower!" in DRAGON issue #102. A 40mm "generic" grenade launcher (which could substitute for a light mortar) appears in the Companion on pages 61-62. The 80mm missile launcher (Companion, pages 61-62) is similar to bazookas of the era after World War II, except that a bazooka produces a backblast that inflicts 10 points of damage on anyone standing immediately behind the weapon when it is fired. The backblast will also set fire to flammable objects (paper, household furnishings, dry brush, etc.). If there is a large, solid object 5' or less from the weapon's rear, the character firing the weapon will also be caught in the backblast.

In hand-to-hand combat, the rules say that the defender must use a defense from the attacker's table. What happens when the attacker uses a table that the defender can't use due to insufficient knowledge?

The defender is free to use any defense from the attacker's table, but the attacker gets a +3 Injury Modifier (see page 28).

When using hand-to-hand combat, can the participants look at the charts, or do they have to remember the available attacks and defenses? If they can look at the charts, what's to keep the attacker from always choosing the most potent attack and the defender from choosing the best defense against that attack?

Yes, the players can look at the rule-book charts when their characters are in hand-to-hand combat. The rules assume, however, that each characters actions will be written down secretly, then revealed simultaneously.

How is combat conducted if one character is using projectile combat and another is using hand-to-hand combat?

The character firing the weapon has a great advantage, as projectile combat is much faster than hand-to-hand combat. The exact sequence of actions is given in the Companion on page 47.

How long does it take for a helicopter to get airborne?

This depends on how heavily loaded the helicopter is. If its load is light enough so that it can hover, it can be airborne on the second turn after its engines are started. If it is heavily loaded, it can still take off, but it must taxi (to get extra or transitional lift from its rotors) just as a fixed-wing aircraft does; see page 11.

What would the effect be if soft lead bullets were dipped in teflon and fired from a gun?

Probably none, for two reasons. One, coating something with teflon requires some sophisticated industrial processes; one doesn't simply dip an object into liquid teflon. Also, a teflon coating has to be cured in an oven at about 700°F which is about the melting point of pure lead, so coating "soft lead" with teflon is an unpredictable business at best. Two, teflon acts as a superlubricant when applied to bullets. This effectively reduces or eliminates the resistance offered by armor — particularly lightweight body armors — making them penetrable. Pure lead, however, will distort on impact, due to its softness. This negates any advantage the teflon might provide.

When using the forced entry rules (pages 34-35), would you roll a new difficulty rating each time a character tries to force a door or window?

Generally, yes. The Administrator, however, might assign a particularly stubborn or weak aperture a fixed rating.

When an agent is disguised, what is the chance that another agent or NPC will notice the disguise?

Check the agent's modified Deception score (see page 38) whenever the agent meets a new person or group of people. If the check fails, the disguise is discovered. The Administrator might require a new Deception check (possibly at a penalty) if the agent is observed continuously — say, every six hours.

What is the chance of an NPC running away when involved in a fight?

When in doubt, the Administrator should check the NPC's Courage trait, rolling that number or less on 1d100 to see if his bravery holds out. If not, he panics and may flee.

What superior AOK should a character have to be good at forging documents, passports, IDs, licenses, and similar paperwork?

The items you listed would require knowledge in all of the following areas: Literature, Photography, Metallurgy, Arts & Crafts, Law, and Linguistics.

How much do false IDs, passports, or credentials cost?

Generally, the agency will provide these items if they are necessary for a mission. If not required for a mission, they are not available. On the black market, prices will vary depending on the document and its Deception value. Cheap imitations with low Deception values (10-20%) can be bought for $30 or less, sometimes legally (toy badges, for example). Well-executed false passports cost around $200. Medical degrees cost around $5,000. Black market documents never have Deception values higher than 80%.

When using the Swordplay Table (page 29), does the defender have to use a sword?

No. Common sense, however, makes it clear that the defender must have some sturdy object with which to block and parry the attacker's sword (martial artists might get by with pieces of cloth or their limbs). The Administrator might choose to make unequipped characters use the no-defense column.

What is the chance for a train derailment?

Under normal circumstances, none. Derailments occur when trains take sharp curves at excessive speeds, strike solid objects (other trains, semi-trucks, debris, or other obstacles on the tracks), cross damaged tracks or track beds, apply brakes improperly, or travel on damaged wheels. The Administrator will have to rule on derailments on a case-by-case basis. Module TS005 *Orient Express* has a note on derailments in Table 3 on page 9.

The flamethrower described in DRAGON® issue #91 is missing some game statistics. How about giving a complete description?

Flamethrowers are covered in the Companion on pages 61-62.

Is there any way that a character can increase his AOKs or language skill levels?

Yes; see Improvement of Character Abilities, page 18. Treat languages as specific Areas Of Knowledge (see page 19).

What is stopping power?

A weapon's stopping power is its ability to incapacitate a living target without killing it. Rules covering stopping power are included in the Companion on pages 41-42.

TOP SECRET® Companion

The Military Record rules on page 5 of the Companion are confusing. In the example, a character rolls the rank of major, gets four promotions, and winds up as a sergeant. How can a character he promoted down to a lower rank? Also, the example makes use of two terms, "rank rolled" and "rank attained." Aren't these the same?

Rank rolled and rank attained are not the same. Rank rolled is the highest rank the character could have earned given sufficient service time. Rank attained is the character's rank when leaving the service. All uneducated characters start at the lowest rank — rank rolled not withstanding. Characters are promoted once every two years, so the character in the example (who spent nine years in the service) got four promotions and attained the rank of sergeant. Since the rank attained was eight ranks below the rank rolled, the character also received four decorations. Educated characters enter the service as officers (see the Companion, page 6) and do not roll for rank.

What traits should be checked when an agent attempts to create a diversion during a getaway?

The chance for a successful diversion is equal to the sum of the character's Physical Strength, Knowledge, Charm, Coordination, Courage, and Evasion, divided by six and rolled on 1d100.

Please make sense of the "Departure Times" subsection on page 29 of the Companion.

There is dropped copy in two places. The third sentence of the first paragraph should read: "If the result is equal to or greater than the time between trips, the agent has just missed the flight and must wait the full time between trips as shown on the chart; then the roll represents the number of hours until the next trip departs." That is, add the interval between trips to the die roll in order to determine how long it takes to get a flight. The first two sentences of the second paragraph should read: "The number of trips available in a single day can be calculated by adding the time until departure to the time between trips, up to a total of 24 hours. If the time between trips exceeds 12 hours, there is only one trip available each day." That is, see how many times you can add the time until departure to the die roll without exceeding 24; this is the number of trips available per day.

What is the chance for a getaway if an agent is detained at an airport? What is the result if the getaway is successful?

The chance for a getaway is equal to the character's Evasion trait. If the Evasion roll is successful, the character escapes the detention, but the local police begin pursuing the character after 1-20 minutes (see the rule book, page 16).

What are the ranges of airliners used on medium- and short-haul non-overseas flights?

These airliners usually have ranges of 3,500 (medium range) or 1,500 (short range) miles.

What does water travel cost for trips of over 250 miles? What is a "water mile"?

On trips of 251-750 miles, the cost is $.10 per water mile. On trips 751-1,500 miles, the cost is $.08 per water mile. On trips over 1,500 miles, the cost is $.05 per water mile. A water mile is the same as a regular mile but measured over water routes, not over land or through the air. The straight-line distance between two points is almost always shorter than the water distance, as boats have to navigate along coastlines, around reefs, etc.

When using the Involuntary Hit Response rules, when do you check Tables 65 and 66 (Companion, page 45)?

Whenever a character is hit, just repeat the steps on page 44 of the Companion with these two tables.

When taking an espionage course, what is the adjustment to the course time when the agent's Knowledge score is greater than 16 but less than 85?

There is no adjustment for a Knowledge score of 17-84.

What are the AOK increases for the Assassination Bureau's Silent Killing course?

Medicine/Physiology, Military Science/Weaponry, and Psychology all gain 1-10 points.

Isn't a +10 range modifier a bit much for a sawed-off shotgun at short range? These weapons aren't that accurate. Shouldn't there be a modifier for point blank range?

A sawed-off shotgun's RM at point-blank range is +5. At short range, the modifier is -10. Ω

SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc., "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON Magazine, TSR Ltd., 120 Church End, Cherry Hinton, Cambridge CB1 3LD, United Kingdom.

This month, the sage visits the WORLD OF GREYHAWK® fantasy setting for a working vacation. These questions are not related to the ***GREYHAWK® Adventures*** tome, but many concern the older WORLD OF GREYHAWK setting boxed set.

Where in the WORLD OF GREYHAWK setting are the Clashing Rocks and other special locations listed in the *Dungeon Masters Guide*?

The landmarks and objects mentioned on page 164 of ***the Dungeon Masters*** Guide have no fixed locations; they are intended only as examples.

Which areas of the WORLD OF GREYHAWK setting are the most suitable for adventuring? I want to start a campaign using the most mysterious and intriguing areas.

I won't make a value judgment about which areas of the Flanaess are the "most mysterious and intriguing." Read the descriptions and decide for yourself; that is what DMs are supposed to do. The individual area descriptions and the random-encounter charts will tell you what sort of creatures live in each area. When searching for the mysterious and intriguing, don't overlook your own options as a campaign designer. The WORLD OF GREYHAWK setting is a play-aid; you are free to develop it as you wish. Even the most humble village or manor can be mysterious if you, the DM, choose to make it so.

I seem to remember that a DRAGON issue had a WORLD OF GREYHAWK weather screen in it. Where can I get a copy of it?

The DRAGON Magazine issue was #68. You may check with the Mail Order Hobby Shop (P.O. Box 756, Lake Geneva WI 53147) to see if it is in stock (which is not likely), or you may be able to obtain a copy at a convention. Information on Oerik's weather can be found in the WORLD OF GREYHAWK setting's Glossography.

How big is the Hepmonaland jungle, and what's in it?

The entire area of Hepmonaland is unexplored. No one knows how big it is or what is in it, except for those DMs who develop it for their campaigns.

Which of TSR's modules are set in the WORLD OF GREYHAWK setting?

The following AD&D® game module series are set in or related to the WORLD OF GREYHAWK setting:

The "WG" series
The "A" series
The "G" series
The "D" series
The "Q" series
The "S" series
The "T" series
The "EX" series

The random-encounter tables include single-classed elven clerics equipped with edged weapons. Isn't this impossible in an AD&D game world?

Mr. Gygax's Greyhawk campaign was started long before the AD&D game came on the scene. The first rules used were the three booklets and (later) three supplements of the original D&D® game. In time, Mr. Gygax used what he learned from running Greyhawk to write the AD&D game rules. The campaign, which was older than the AD&D game rules, could not be switched over to them because the D&D game and AD&D game rules are not compatible. When TSR published the WORLD OF GREYHAWK fantasy setting, the editors decided to remain faithful to the original campaign. This is how this rule-breaker got in.

DMs have one of two options: You can be faithful to the AD&D game rules and not allow elven clerics to use edged weapons unless they are multiclassed, or you can remain faithful to the setting and allow elven clerics to use edged weapons. The latter choice will not cause any real problems if you are using just the *Players Handbook* rules. Elven-cleric advancement limits are low enough so that giving them edged weapons does not significantly effect play balance. If you are using ***Unearthed Arcana***, however, I suggest that you not allow single-classed clerics of any race to use edged weapons. If you insist on maintaining an authentic WORLD OF GREYHAWK setting, then you should at the very least not allow single-classed elven clerics to exceed the normal advancement limits ***(see Unearthed Arcana,*** page 8).

[A reference on page 4 of the Glossography from the boxed set refers to multi-classed fighter-cleric elves as "elven clerics." Fighter-cleric elves could indeed use edged weapons. This reference might be misunderstood to mean the elven clerics were single-classed, which might also be the problem.]

What is the symbol of the pennon carried by the lead knight on the box cover?

The symbol on the pennon is the arms of Fax, a city on The Wild Coast, with a bar, azure, in fess (the blue horizontal stripe) added for distinction. This probably designates one of the more important noble families in Fax.

Where can I get a map showing the boundaries of the various countries of the Flanaess?

Approximate boundaries are shown of page 44 of the Guide to the WORLD OF GREYHAWK Fantasy Setting. Exact boundaries cannot be determined due to the political instability in the Flanaess.

When do the "G" and "D" series modules take place?

These modules occur after CY 576 (see the Guide to the WORLD of GREYHAWK Fantasy Setting, page 9). The exact timing is up to the DM.

Are non-Oerth deities usable in a WORLD OF GREYHAWK setting campaign? For example, can I use Bes for dwarves or one of the Norse deities for the frost barbarians?

The nonhuman deities from ***Unearthed Arcana*** are more suitable for a WORLD OF GREYHAWK setting than are Egyptian deities from ***Legends & Lore***. Nordic deities would be appropriate for the various barbarians and nomads.

How large are the hexes on the WORLD OF GREYHAWK setting's campaign map?

Each hex is 10 leagues (30 miles) across.

Zuggtmoy (from T1-4 *The Temple of Elemental Evil*) is listed as a demon in the *Monster Manual II*. Does she have the usual demonic abilities and immunities?

Zuggtmoy has standard demonic abilities, as outlined on page 16 of the ***Monster Manual***, in addition those listed on page 123 of ***The Temple of Elemental Evil***.

What is Oerik's relationship to Oerth's poles?

Oerik's latitude is given on page 18 of the boxed set's Glossography. Ω

SAGE ADVICE

by Skip Williams

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This month, "Sage Advice" covers a potpourri of questions on various exotic topics related to the AD&D® game – from tarrasques to spaceships, and from psionics to the sizes of bags and boxes.

How long will a dragon stay subdued?

A dragon remains subdued indefinitely, as long as the subduing party clearly has the upper hand. An unintelligent dragon whose alignment is not diametrically opposed to its captor's alignment and which is weaker than its captor is unlikely to attempt escape as long as it is treated well (given its own treasure hoard, fed well, disciplined firmly and frequently, and allowed a small measure of freedom). Intelligent, spell-using dragons are disloyal even if relatively weak and dangerous if they believe they are as strong or stronger than their captors. Such a dragon spends every moment scheming to escape or to slay its captor and usurp his holdings.

Is a *wish* necessary to kill a tarrasque? Is it necessary to reduce it to –30 hp? If the *wish* is necessary, does the creature get a saving throw? Does the user get moved to a time when the tarrasque is dead or nonexistent (as suggested in the *Players* Handbook)? The tarrasque's attacks are listed as 1-12/1-2/2-24/5-50/1-10/10; isn't the 1-2 attack a bit weak for this monster? The description states that the creature can rush only once per turn; does this prevent the thrusting attack of its horns?

The tarrasque is not slain until it is reduced to –30 hp and a wish is used. The wisher suffers no ill effects, and there is no saving throw given to the tarrasque. The "1-2" attack is a misprint; it should read 1-12 (the two 1-12 attacks are from the creature's forelimbs). The creature can attack with its horns at any time; the only rush effect is an extra 6" of movement.

Is the hit-point rating for the hangman tree correct? At 61 hp a year, a 151-year-old tree would have 9,211 hp and a one-year-old tree would have a minimum of 69 hp.

This is a misprint; the hit-dice rating is 6, + 1 hp per year. A 151-year-old tree would have 6 HD + 151 hp.

What does the beholder's *anti-magic ray* do?

It functions as an *anti-magic shell* in ray form. That is, all magic, from spells or magical items, ceases to function while within the ray.

Why do demon princes hide their amulets on the Prime Material plane where PCs can find them? Why don't they keep them on the Abyss, out of a PC's reach?

Demon princes hide their amulets all over the multiverse, not just on the Prime Material, since they are as much at risk in the Abyss as anywhere else from both plane-traveling adventurers and other demons.

I believe there is an AD&D module that takes place aboard a spaceship. Which one is it?

The module is entitled *S3 Expedition to the Barrier Peaks*. It has been out of print for some time but might still be available through your local retailer. This module was reprinted with three others as part of S1-4 *Realms of Horror*, now in print.

Is the Temple of Elemental Evil bigger than the *Players Handbook*?

Maybe. The entire Temple of Elemental Evil, with its attached dungeons and outerworks, is considerably larger than a whole case of *Players Handbooks*. On the other hand, T1-4 *The Temple of Elemental Evil* is 128 pages long, but so is the *Players Handbook*. While the latter sports a hard cover, the former comes with a booklet of maps; neither feature increases the page count, and the two product's shipping weights are about the same.

How are psionic strength, psionic points, defense points, and attack points related? How does the expenditure of attack and defense points reduce psionic strength?

Psionic strength is determined when a character is created. A character has a maximum of one attack and one defense point per point of psionic strength. Psionic strength is a constant, representing the character's maximum psychic potential and his relative power in psionic combat; it is never reduced except through the reduction of ability scores or similar mishaps. Attack and defense points represent the finite amount of psychic energy available to the character at any given time. Note that the use of psionic abilities require both attack and defense points (see the *Players Handbook*, page 111).

When a character acquires a psionic discipline that uses a level of mastery, is the effective level of mastery equal to the character's current level?

No. When a character first acquires a discipline, the level of mastery is level one, the character's experience level notwithstanding. Thereafter, the level of mastery increases each time the character gains a new level.

Is the thief's hear *noise* ability continuous, or does it require concentration? Is the ability strictly limited to listening at doorways?

The *hear noise* ability is neither automatic nor continuous. The thief must quietly concentrate on hearing noise; if he is wearing a helmet, he must take it off. A thief is not limited to listening at doors; he can hear faint sounds from any source.

Where are the weapon proficiency rules in the AD&D game? The index in the *Dungeon Masters Guide* is wrong.

The index is right. The page numbers in the index are printed in two type faces (as explained on page 228); the boldface entries refer to DMG page numbers, and the regular entries refer to *Players Handbook* page numbers. The entry for "Weapons, Proficiency" is given as pages 36-37 (note the regular type, indicating the *Players Handbook*). Additional proficiency rules can be found in *Unearthed Arcana*, pages 18 and 26.

What does "c" mean? It's most often used in front of a weapon's length in the *Players Handbook* (page 39).

This an abbreviation for the Latin word *circa*, or "about." This is used to indicate that a number or date is approximate.

How do you pronounce "drow"?

It rhymes with "cow."

In the AD&D game, do gems and jewelry have to be sold before a character can get experience for them? The *DMG* seems to indicate that they must be converted into gold pieces first. The *DMG* also refers to conversion into a trans-

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Sage Advice

Continued from page 10

portable medium before experience is awarded. What constitutes a transportable medium? Do magical items have to be retained and used before experience is awarded for them?

Gems and jewels don't have to be sold, but the experience value of these items is equal to their sale value in gold pieces. The DMG says treasure must be removed from the dungeon and converted into a transportable medium (i.e., carried on the character's person) or stored in a character's stronghold (residence). That is, treasure must be taken to a safe place, appraised, and assigned to PCs before any experience is awarded for it. A transportable medium can be anything the PC finds convenient. Likewise, experience is awarded for items that are added to a character's hoard, use notwithstanding. No experience is awarded for an item sold for cash or traded for goods or services.

How many gold pieces can the various containers listed in the AD&D game rules hold?

The following unofficial capacities have been extrapolated from the DMG encumbrance list. They will give you something to work with for the time being:

Backpack: 400 gp
Belt pouch, large: 200 gp
Belt pouch, small: 100 gp
Boat: See the *Wilderness Survival Guide*, page 44
Box, large: 200 gp
Box, small: 50 gp
Chest, wooden: 15 gp per gp of encumbrance (see the DMG, page 225)
Chest, iron: 3 gp per gp of encumbrance (see the DMG, page 225)
Land vehicles: See the WSG, page 33
Sack, large: 400 gp
Sack, small: 100 gp
Saddlebag, large: 1,000 gp
Saddlebag, small: 250 gp
Ship: 900 gp/hull point (see the DMG, page 54)

What happens when a character is reduced to 1 hp?

Nothing. Characters in the D&D and AD&D games don't have to worry until they are reduced to zero hit points (or less in the AD&D game; see the DMG, page 82).

What does a one way door look like when viewed from the wrong side?

This is up the DM. In many campaigns, the "wrong" side of a one way door looks like a normal door. In other campaigns, they can't be detected at all. In still others, they can't been seen, but they can be located by touch or tapping.

What exactly is a composite bow? Why should a character buy one? In the AD&D game, a long bow costs less and shoots farther than even a long composite bow.

A composite bow is made up of layers of wood, bone, and sinew (this is the "composite"). They are more difficult to make than a one piece bow (often called a self bow), hence the greater cost. Composite bows offer two advantages over self bows: They are more powerful for their size; a long self bow is longer than a man is tall; a long composite bow has about the same range but is only about 4' long. Composite bows can be specially built to allow for strength bonuses. One local campaign figures the cost of such special bows as equal to the base cost for the bow plus an equal amount per bonus point of damage, so that a bow allowing +1 hp damage for a 16 or 17 strength is twice normal cost, a bow allowing +2 hp damage (18 strength) is triple the cost, etc.

What is the creature pictured on the cover of the *Manual of the Planes*?

The creature is an astral dreadnaught, as as yet undescribed monster that inhabits the Astral plane. Its game statistics may appear in a future DRAGON Magazine. Ω

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This month, "Sage Advice" visits Krynn, the world of the AD&D® game's DRAGONLANCE® saga. The abbreviation *DLA* stands for the AD&D® game's *DRAGONLANCE Adventures* tome.

Where can I get the addresses of Margaret Weis and Tracy Hickman?

You can write to Margaret Weis and Tracy Hickman c/o TSR, Inc., P.O. Box 756, Lake Geneva WI 53147. We will forward your letters to them.

When will DRAGONLANCE Tales II he coming out?

To my knowledge, there will be no book series called DRAGONLANCE Tales II. The second and third DRAGONLANCE Tales volumes (*Kender, Gully Dwarves,* and *Gnomes* and *Love and War*) are already out, as are three DRAGONLANCE Heroes novels (*The Legend of Huma, Stormblade, and Weasel's Luck*).

How do you pronounce Raistlin?

Raistlin is pronounced RAIST-lin. The first syllable rhymes with "waist" and the second with "bin."

How many DRAGONLANCE modules are there, and how many more are planned?

There are currently 16 DRAGONLANCE modules in the original series in print (DL1 through DL16). A new module series is scheduled for release in 1989 (DLE1 through DLE3), with a boxed set called *Time of the Dragon* (about the side of Krynn opposite Ansalon) planned as well.

How many provinces are there in Solamnia? Several maps published in the various DRAGONLANCE products differ on this point.

The Atlas of the DRAGONLANCE World by Karen Wynn Fonstad (TSR product #8448, $15.95) shows six provinces on pages 94-95: Solamnia, the Plains of Solamnia, Southlund (which includes the city of Caergoth), Coastlund, Throt, and an unnamed province containing the city of Lemish and the Southern Darkwoods.

How could Tanis, a half-elven fighter, attain 12th level? The *DLA* says half-elven fighters can only reach 9th level.

Ninth level is normally the limit for half-elven fighters on Krynn. But, since Krynn is an AD&D game world, single-classed demi-humans can exceed their class level limit by two (*Unearthed Arcana,* page 8). Where Tanis got his extra level is anybody's guess, but the fact that he attained 12th level is not surprising considering his pivotal role in the War of the Lance and the time he spent in the presence of Paladine himself (in the guise of Fizban).

When will the DRAGONLANCE trilogies come out in hardback? How much will they cost?

Hardcover collector's editions of the DRAGONLANCE Chronicles are available now (TSR product #8320). This edition contains all three books in the trilogy and costs $16.95 (£9.95 in the U.K.).

Can Dargonesti elves be PCs?

No. This race almost never ventures out of the ocean depths.

How can such races as Dimernesti elves, irda, and mountain dwarves become paladins when the *Players Handbook* clearly states that only humans may?

The *Players Handbook* does not consider what is possible on Krynn. Undoubtedly, if such characters were to leave Krynn, they would revert to being cavaliers or fighters, depending on their races.

Can a cleric from the Holy Orders of the Stars cast both clerical and druidical spells, or does each deity have both clerics and druids?

Krynn has no druids (except heathens). A cleric of the Holy Orders of the Stars can cast any spell within his deity's sphere (*DLA*, pages 41-42 and 120-125).

Can a PC on Krynn opt to become an illusionist? Can a Wizard of High Sorcery cast both illusionist and magic-user spells?

All illusionists on Krynn are renegades (*DLA*, pages 13 and 36). A Wizard of High Sorcery can cast spells from any sphere of magic allowed to his order (*DLA*, pages 35-36 and 126-127), illusions included.

Why can't wizards of the Black Robes cast evocation spells such as *fireball* and *lightning* bolt? Weren't these spells included in the AD&D game to compensate for the magic-user's lack of melee ability?

The order of the Black Robes simply does not teach evocation spells. To compensate for this, wizards of the Black Robes advance faster than the other orders. Also, do not sell the Black Robes short — their spell selection, though not flashy, includes some potent magic.

How could Raistlin, a wizard of the Black Robes, cast *lightning* bolt, an evocation spell?

Raistlin was a wizard who broke all sorts of rules and retained his position in the Black Robes only through sheer power. He was intentionally created to *not* conform to all of the AD&D rules on magic-users — only most of them.

How do DMs play the effects of Raistlin's vision? Are there specific game effects? Is he, for example, unable to determine if a log or stool is safe to sit on because he sees everything in a state of decay?

Raistlin's vision has no specific game effects. Raistlin sees the effects of time on living things; this accounts for his cynicism. Logs and stools are not alive, so Raistlin's perceptions of them are unaffected. Raistlin's perceptions of anything long-lived, such as elves or trees, are hardly affected.

I have been trying to locate DRAGONLANCE game material for some time. I have visited several stores whose owners claim that it is no longer to be had.

All DRAGONLANCE products are still in print. If your local hobby or book store does not carry them, you can get them from the TSR Mail Order Hobby Shop in the U.S. or from TSR Ltd in the U.K. Just write for your free catalog. The addresses to use are on the first page of "Forum" in the publisher's column.

Where can I get the official DRAGONLANCE miniature figures?

TSR, Inc. once produced official DRAGONLANCE miniature figures, but now Ral Partha Enterprises, Inc. has the license for them (see "Through the Looking Glass" in this issue). For more information, write to: Ral Partha Enterprises, Inc., 5938 Carthage Court, Cincinnati OH 45212; or call: (800) 543-0272 toll-free.

Wizards who change orders lose two levels of experience. If a wizard of 4th level or less opts to change orders, he will become a student wizard. In such cases, does the wizard have to undergo a new Test of High Sorcery, or is he automatically accepted by his new order? What about wizards who are reduced below 3rd level by energy-draining undead?

Since Tests of High Sorcery are grueling, life-threatening affairs, it is reasonable to assume that no wizard who has proved himself once will be asked to undergo a new test, the matter in which he lost his experience level not withstanding.

I have just finished reading the two DRAGONLANCE trilogies. I cannot find the *Staff of Magius in the Dungeon Masters Guide* or *Unearthed Arcana*. Also, how does the time-travel spell work?

The *Staff of Magius* appears in *DLA*, page 97. The proper name for the time-travel spell is *timereaver*. It is described on page 38 of *DLA*.

What is the range of an *Orb of Dragonkind*? Module DL8 says it can call evil dragons in a radius of 111 miles, but DL6 says the radius is 10-40 miles.

An *Orb of Dragonkind* calls evil dragons within 1d4 × 10 miles.

Since death knights are a form of lich, is Lord Soth immune to normal weapons as liches are? Can Lord Soth summon demons as noted in the FIEND FOLIO® tome?

Death knights, including Lord Soth, are affected by normal weapons. Lord Soth has never been known to summon demons. Perhaps his ability to control Soth's Legions (see module DL8) replaces this ability, or perhaps Soth simply disdains the use of demonic aid.

In the BATTLESYSTEM™ game portion of DL8 *Dragons of War*, each cavalry unit in the unit roster is given a two-part movement rate. What do these numbers mean? The damage listings for most of the evil army are shown as "Spec"; is the DM free to assign weapons to these units?

The number before the slash is the cavalry unit's base move. The number after the slash is the unit's charge move. The draconian units do damage according to the type of draconian concerned; see DL8, page 27. The human cavalry units (and their leaders) are armed with long swords. The human archer units are armed with long bows and long swords.

Is Paladine Bahamut? Is Takhisis Tiamat?

Yes and no. Paladine and Takhisis are the avatars or incarnations of Bahamut and Tiamat in the Krynn universe. They each have special powers within this setting. Slaying Bahamut or Tiamat in another universe will not affect Paladine or Takhisis, and vice versa.

In DRAGON issue #98, "The dragons of Krynn" said that Takhisis fled to the Abyss, but not the one which is home to all demonkind. Which part of the Abyss did Takhisis flee to? Where do the other gods of Krynn live?

This is a difficult question to answer, since Krynn's exact position in the planes is unclear. According to TSR's Jeff Grubb, the term Abyss, when used on Krynn, refers to the lower outer planes in general. Thus, Takhisis could have gone just about anywhere. If you are using a planar set-up similar to the one detailed in the *Manual of the Planes*, the first layer of Hell is the obvious choice for Takhisis since she is an incarnation of Tiamat. Paladine's Dome of Creation is located on the Deep Ethereal (*Manual of the Planes*, page 11). Being a powerful lawful-good deity, Paladine probably also maintains a residence somewhere in the Seven Heavens and, being an incarnation of Bahamut, probably has a residence in the elemental plane of Air. Other Krynn deities probably maintain residences on the outer planes that match their alignments, with additional residences on planes that match their spheres of influence. Gilean, for example, probably has residences on the Concordant Opposition, the Deep Ethereal (the Hidden Vale), and the Astral planes.

The rules say Silvanesti elves can be paladins but not cavaliers. Surely this is an error.

No error. The Silvanesti, as a people, are extremists. No Silvanesti with an inclination to become a cavalier would be anything but a paladin.

In module DL2 *Dragons of Flame*, the party begins the adventure at the spot marked "X" — but there is no such mark on the area map. Also, where is chamber #30 on the Sla-Mori map?

The party begins the adventure in the mountains on the east edge of the map, due east of Que-Kiri. Chamber #30 is the unnumbered chamber just north of location #28 on the Sla-Mori map.

In encounter #93 in module DL3 *Dragons of Hope*, part of the treasure is a map showing the route

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Sage Advice

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from Skullcap to Thorbardin, but no such map is included with the module. Similar information is given in DI4, but Thorbardin's location is not given. Where is Thorbardin in relation to Skullcap?

Thorbardin is about 10 miles (as the crow flies) south of Skullcap, in the mountains directly south of Skullcap's swamp.

I am having difficulty understanding the roles of the Primary PCs and Dreamshadow PCs in DL10 *Dragons of Dreams*. How many Dreamshadow PCs are there? Which tracks do they follow? Who controls the Dreamshadow PCs?

Each Primary PC follows a different track from every other Primary PC, accompanied by Dreamshadow replicas of his companions. Each player controls his Primary PC and all its Dreamshadow replicas in all tracks. The DM should not tell the players who is the Primary PC in each track.

In the spell summary on pages 126 and 127 of *DLA*, spells are listed by sphere. Some spheres are listed as combinations, such as Conjuration/Summoning. Does a wizard have to be able to use spells from both spheres in order to cast spells from such a combination sphere?

No. A wizard can cast the spell as long as at least one of the spheres is open to him. However, some spells are limited to one sphere of the combination. For example, the armor spell is strictly a conjuration; only a wizard who has the conjuration sphere open to him can cast an armor spell.

Does the user of an *Orb of Dragonkind* have to make a save each round he uses the *Orb*?

A save vs. *charm* spell is required each time a power is used, not merely once per round.

Do Solamnic knights have cavalier abilities?

Knights of Solamnia are cavaliers but do not gain the cavalier's weapon of choice bonuses until they become Knights of the Rose.

Are the abilities of each order of knights cumulative?

Yes. A Crown Knight retains his weapon specialization ability when he becomes a Sword Knight, and a Sword Knight keeps any spell earned when he becomes a Rose Knight (but he does earn more spells as a Rose Knight).

What exactly are the special proficiencies in weapons and combat gained by a Rose Knight?

Rose Knights gain the cavalier's weapon of choice bonuses in addition to the Crown Knight's weapon specializations and Sword Knight's spells.

What happens when a Crown Knight of, say, 8th level opts to become a Sword Knight?

The Knight in question must petition a Knightly Council and complete the required quest, just as any other candidate. When he completes the quest, he receives three weapon and two nonweapon proficiencies, just as any other new Sword Knight. From this point on, he is treated just as any other 3rd-level Sword Knight, although he keeps his current hit points, saving throws, and combat ability. As he accumulates experience as a Sword Knight, he does not gain additional hit points or weapon proficiencies until he exceeds his Crown-Knight level, but he does begin getting spells when he reaches 6th level.

There seems to be some confusion over the range of ability scores for the tinker gnome in *DLA*. The rules on page 21 do not agree with the tables on page 117, and the tables on page 117 do not agree with each other.

A tinker gnome's ability scores must fall within the following ranges.

Ability	Min/Max
Strength	6/none
Intelligence	10/none*
Wisdom	none/12
Dexterity	12/none
Constitution	8/none
Charisma	none/none

* Tinker gnomes with an intelligence of 15 or greater gain 10% on earned experience.

Are the demi-humans of Krynn allowed to become multiclassed characters?

Yes, see "Arcana update, part 1," in DRAGON issue #103, for the multiclassed combinations allowed. Be sure to exclude combinations using classes prohibited by the racial descriptions in *DLA*.

The DRAGONLANCE rules say that gold has no value on Krynn, and say that steel replaces gold. What does this mean, and what is Krynn's monetary system?

For purposes of conversion, one Krynn steel piece (usually called an Emas) equals 2.2 AD&D game gold pieces. Krynn's two monetary systems are explained in detail on page 29 of module DL1 *Dragons of Despair*.

Exactly how many Towers of High Sorcery were there originally, and where were they?

There were once five towers. Their locations were: Palanthus, Wayreth, Istar, Daltigoth, and the Ruins (*DLA*, page 29).

Why are PCs on Krynn limited to 18th level?

Krynn's deities remove characters from Krynn when the characters exceed 18th level (*DLA*, page 13).

Do Solinari, Nuitari, and Lunitari have clerics?

These deities are not part of the Holy Orders of the Stars and have no clerics. Ω

SAGE ADVICE

by Skip Williams

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This month, "Sage Advice" covers a potpourri of questions on various topics related to TSR® games.

D&D® game

The D&D Expert Set says that only maidens can ride unicorns. How can my female PC become a maiden?

Females don't become maidens. Maidens are born, not made. In fantasy literature, a maiden is a young, unmarried woman. In the D&D game, a true maiden also has a lawful alignment. You might also look up the word "virgin" in a dictionary.

At what level can PC mystics start on a path to Immortality? Does any path favor Mystics?

Mystics can seek immortality any time after reaching 16th level. A mystic's intense devotion to his discipline makes the Epic Hero the only suitable path for a mystic; the DM must decide if this is also the favored path (see the *Master DM's Book*, page 15).

Will a *weapon of wounding* negate a troll's regeneration ability in the D&D game?

Only insofar as the troll suffers the extra damage caused by the "wound" (1 hp per round). The troll can regenerate this damage, however.

STAR FRONTIERS® game

I enjoyed the article "Armored and Dangerous" in issue # 129 (page 70), but I have a few questions. Does the basic suit of powered armor come with a bodycomp and any special scanners? I assume there is a bodycomp because *Zeitulon's Guide to Frontier Space* says that an enviro comp is required, and implies that a master comp is also required.

The basic suit has no scanners, but it does have a bodycomp with a type D processor and a kingpack power supply. The standard progits are: master comp, med inject (three of them), body scan, and enviro comp. Additional progits can be added to the computer, up to the kingpack's 12 progit limit.

I like the helmet rafflurs and grenade launchers in *Zeitulon's Guide*, but I can't find costs and weights for them.

As explained on page 70 of that book, helmet attachments cost 20% more than their regular counterparts. The weights of the helmet and regular versions are identical. Helmet rafflurs, for example are merely two rafflur M1s attached to a helmet. The cost and weight of the rafflur M1 are given on page 34 as 300 Cr and 50 kg. Therefore, helmet rafflurs cost 720 Cr ((300 X 2) X 1.2) and weigh 1 kg.

AD&D® game

Why does a paladin become a cavalier instead of a fighter when he loses his paladinhood?

With the appearance of *Unearthed Arcana*, paladins became a subclass of the cavalier, not the fighter.

Both the *Monster Manual* I and the Best of DRAGON Magazine Anthology, vol. III, say that halflings have a +3 "to hit" with missile weapons. Do PC halflings get this bonus in addition to any adjustments for dexterity?

No; the +3 bonus is given only to NPC halflings, who are assumed to spend a lot of time practicing with short bows or slings (as well as to have high dexterities). The +3 bonus applies only to these two weapons.

Are elves immune to *charm* effects that aren't from spells, such as a vampire's gaze or a harpy's song?

Elves and half-elves are resistant (not immune) to all forms of sleep and *charm*, including those above.

If a dwarven character and a human character got married and had kids, wouldn't their offspring be half-dwarves? What would the racial characteristics of half-dwarves be?

We suppose that a human and a dwarf would produce a half-dwarf, if they could produce a child at all. Such a child, however, might be either a tall, hairless dwarf or a short, hairy human, as there are no half-dwarves in the AD&D game. While it is possible to create more crossbreeds than are already present in the AD&D game, we recommend that you stick with the ones in the rules.

Can humanoids such as gnolls or orcs use weapon specialization?

No; weapon specialization is for the fighter class only. We suppose that some very extraordinary humanoids might actually have fighter training and so could specialize. This would be very rare.

Here is my 8th level troll thief. What do you think of him?

See the *DMG*, page 21, "The Monster as a Player Character" for the official view on this and all other cases like it involving monsters as PCs.

Can a character worship a deity from the pantheon of another race? Why or why not?

Yes, he can, but he might find himself outcast, accepted neither by his own race nor the race associated with the deity. This depends on how appropriate the deity is for the character. The Greek deity Hephaestus, for example, is very appropriate for dwarves or gnomes. Likewise, deities who are associated with a particular class are generally appropriate for any character of that class regardless of race. A dwarven worshiper of a giants' deity, however, is likely to be unwelcome wherever he goes. Clerics are a different matter; refer to the individual descriptions of each deity to determine which races the deity will accept as clerics.

When can a character build a stronghold and attract followers?

Characters who are allowed to construct strongholds in order to attract followers may do so when they reach "name" level. "Name" level is the level at which a class no longer gains additional hit dice or constitution bonuses (see *Unearthed Arcana*, page 12). DRAGON issue #117, pages 16-17 ("Feuds and Feudalism"), has some suggestions for mid-level strongholds as well. Any PC with the money may build a stronghold but attracting followers other than the usual henchmen and hirelings could be difficult if the PC is of low level.

Which classes get a constitution bonus higher than +2 per hit die?

To be absolutely clear: fighters (including rangers and barbarians) and cavaliers (including paladins).

Do nonthief characters have any

chance to open locked chests or doors?

Only thieves can pick locks in the AD&D game. Other characters can try to force locked closures by making an open doors attempt or bend bars/lift gates roll, as per the *Players Handbook*, page 9. It is up to the DM to decide when and how a locked door or chest can be opened.

Do nonthief characters have any chance to listen at doors?

See page 60 of the DMG for nonthief hear *noise* attempts.

What is the effect of nonmagical exercise on ability scores?

Officially, none. All character classes are assumed to exercise to a degree appropriate to their professions, as a normal part of training for advancement. The less-physical classes fill in their nonadventuring time with study and mental exercises.

Can a character hold his breath and avoid the effects of gases?

Yes, it, is possible for a character who suspects or detects poisonous gas *before* having to make a saving throw against it to hold his breath and avoid the effects of most gases. Some gases, such as green dragon breath, take effect on contact and cannot be avoided simply by holding one's breath. Rules for characters holding their breaths are given in the Dungeoneer's *Survival Guide*, page 12.

Do characters still get constitution bonuses to their hit points after reaching "name" level?

No. Once the character stops gaining new hit dice, he also stops gaining constitution bonuses.

When a character is *raised* or resurrected and loses a point of constitution, does he also lose bonus hit points? For example, would a 13th-level paladin with an 18 constitution lose 13 hp after being raised?

Yes, a character who loses a point of constitution loses all the bonus hit points that went with it. Note that the paladin in your example would have stopped gaining bonus hit points for constitution at level 9, so he would lose 9 hp. Some campaigns, rather than subtracting previously acquired hit points for the constitution loss, allow the PC to retain his old hit points but restrict new hit-point bonuses for constitution to the amount appropriate for the new constitution. For example, an 8th-level magic-user with a 16 constitution dies, is brought back to life, and loses a point of constitution. His hit points are unchanged, but when he earns his next level, he gets only a + 1 bonus for his 15 constitution.

Page 13 of the DMG says that adjustments due to aging will lower an ability score a full point, so that a – 1 will reduce an 18/00 strength to 17. Yet under "Middle Aged," it says: "Subtract 1 point (or half *exceptional* rating) of strength." Please resolve this contradiction.

The text has been changed in a later printing of the *DMG*. When going from "Mature" to "Middle Aged," a character loses one point of strength or half the exceptional rating. Thereafter, any loss lowers strength a full point. A percentage-rated 18 strength at middle age drops to 16 with the two-point loss at *"Old."*

If a character's intelligence, wisdom, or charisma score increases, can he make a new check for psionic ability?

Yes. The character may check for psionic ability each time his chance improves, but never when it gets worse. Fractions are dropped when calculating psionic potential, so the new number must round down to a number at least one point higher than the old number before the character is entitled to a new roll.

Can a character be awarded experience points for an adventure in which he dies?

Yes, but this is up to the DM. The *DMG* suggests an optional 1,000 xp bonus for dying (see pages 85-86). (The *DMG* also says that earned experience should be divided equally among the surviving characters; see page 85.) Survivors may be counted after all attempts to revive characters by magical means have been resolved.

If a character has been fighting or doing something very strenuous for a long time, would he still be able to use his strength bonuses?

See the fatigue rules on page 88 of the *Wilderness Survival Guide*.

What do you do with a character who has accumulated enough experience to advance more than one level? Say that a 1st-level fighter earns 4,500 xp on an adventure, enough to make him a 3rd-level fighter. Does he simply train for 3rd level, or does he also have to spend time and money training for 2nd level at the same time?

Characters are limited to gaining one level at a time (see the *DMG*, page 86). If a character earns a windfall of experience, he gains only enough to place him within one point of the next highest level – the 1st-level fighter in the example would have 4,000 xp, one point short of 3rd level. The extra 500 xp are lost, and the character cannot gain additional experience until he completes his training for 2nd level.

How do you figure the training cost and time for a character who hasn't gone adventuring, such as a city NPC who earns all his money (and hence experience) through a business or service?

You figure them just as you would for an adventuring character (see the *DMG*, page 86). Substitute individual transactions or standard periods of time for adventures when rating overall performance.

Where can I get a map of Kara-Tur for inclusion in the WORLD OF GREYHAWK® setting? Where is Kara-Tur in relation to Oerik? I assume to the west, since Zeif, Ekbir, and their neighbors have a Middle-Eastern flavor.

Maps for Kara-Tur are now available for the FORGOTTEN REALMS™ setting in the form of a boxed set released in the fall of 1988. WORLD OF GREYHAWK setting DMs should have little trouble adapting this product for use with their campaigns. Otherwise, the section on the geography of Kara-Tur, starting on page 136 of *Oriental Adventures*, gives you all the information you need in order to make your own maps. DMs can place Kara-Tur anywhere they want in relation to Oerik, but the opposite side of Oerth is best. Ω

SAGE ADVICE

Illustration by Jeff Easley

by Skip Williams

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This month, the magical spells for spell-casters in the AD&D® 1st Edition game books are put to the sage's test.

Clerical spells

The description of the silence 15' *radius* spell says that if the spell is cast on an unwilling creature and the creature makes its saving throw the spell lands one foot behind the creature. Is this the center of the effect or the edge?

The center of the effect lands one foot behind the creature, silencing it until it can move out of the area of effect.

What level does an AD&D cleric have to be in order to cast a *glyph of warding* that drains a level?

Since this glyph duplicates the effects of a reversed restoration spell, the caster must be at least a 16th-level cleric.

Does a *tongues* spell work like a universal translator, automatically translating a specified language into a second language when the specified language is spoken within the area of effect? Can the direction of the translation be reversed? Who hears the translation?

The spell acts like a selective translator. The caster picks one creature within the area of effect. Then he speaks to that creature in any language that he knows; the target creature magically understands what is said. Any creature who understands the language that the caster is using can understand what the caster says if it can hear him. No creature who does not understand the language that the caster is using can understand what the caster says —except the target creature.

The reverse holds true when the creature replies. It uses a language that it knows. The caster, and any other creature within earshot who speaks the language that the creature is using, can understand what the creature says.

The caster can freely shift the spell's target from one creature to another for as long as the spell lasts.

If a character casts *find the path* and *wind* walk, would he he able to find a *portable hole?*

No. A *find the path* spell can find a way into or out of a location; it can't be used to locate objects. The purpose of the spell is to help the caster when he is lost or to determine what actions to take so that he can get from place to place — it is not a treasure-finder. *Wind walk* can be used in conjunction with *find the path*, but it won't help the caster find an object.

A dust devil is dispelled when it contacts a creature with magic resistance. Will an elf, who is resistant to *sleep* and *charm*, dispel a dust *devil*?

No; elves have a unique resistance to *sleep* and *charm spells*, not innate magic resistance. Only creatures with resistance to all spells will dispel a dust devil. Daemons, with their graduated magic resistance, will dispel dust devils; will o' wisps, which are simply immune to most spells, will not.

How many spells can my 124th-level cleric cast per day? The spell list only goes up to 29th level.

A cleric gains a seventh-level spell at 30th level, and another seventh-level spell at 31st level, giving the cleric nine spells of each level.

At 32nd level, the cleric gains one each first-, second-, and third-level spell, giving the cleric 10 first- to third-level spells and nine fourth- to seventh-level spells.

At 33rd level, the cleric gains one each fourth-, fifth-, and sixth-level spell, giving the cleric 10 first- to sixth-level spells and nine seventh-level spells.

At 34th level, the cleric gains a seventh-level spell, giving the cleric 10 spells of each level.

When the cleric reaches 35th level, he gains one each first-, second-, and third-level spell, just like at 32nd level. The progression from 32nd to 34th level continues to repeat itself thereafter.

You will have to work out the spell list for your 124th-level cleric yourself. It may be easier just to start a new character.

Illusionist spells

Will a second shadow walk spell help an illusionist who has gotten lost on the plane of Shadow? Where can I get information on the plane of Shadow?

A second ***shadow walk*** spell will not help an illusionist who has gotten lost on the demi-plane of Shadow. The spell only works near the boundary between the demi-plane of Shadow and the rest of the multiverse, and a lost illusionist has somehow wandered away from that area. The demi-plane of Shadow is briefly described in the *Manual of the Planes*, on page 21.

My DM says that my 14th-level illusionist casts magic missiles (gained from the seventh-level spell first-level magic-user spell) as though he were a 1st-level magic-user. Is he right?

Your DM is right, but your illusionist does get to cast four first-level magic-user spells for each seventh-level spell he gives up. Note that illusionists cast their magic-user spells at one level higher for each level beyond 14th, so that a 20th-level illusionist casts *magic missiles* at 7th level.

Can an illusionist also change his equipment with an *alter self* spell?

The *alter self* spell allows clothing and equipment to be altered just as the first-level *change self* spell allows.

Can an illusionist use an *alter self* spell to make functional plate armor?

The alter self and change self spells can create the appearance of any sort of equipment, but they do not change the caster's armor class, nor do they create usable equipment.

Can an illusionist use the *wraithform* spell to fly?

No; the *wraithform* spell does not bestow the power of flight.

Creatures with a 19 intelligence are immune to first-level illusions. Exactly which spells from which classes are first-level illusions?

Illusion/phantasm spells from the illusionist's first-level spell list are first-level illusions, even when several classes can cast them. *Phantasmal force*, for example, is a first-level illusion/phantasm, even though it is a third-level spell for magic-users.

When a *permanency* is applied to a spell cast upon a creature, who loses the constitution point: the caster or the recipient creature?

The casting of a ***permanency*** causes the constitution loss, so the loss (if any) always applies to the caster.

Is the turning of creatures into trees the only function of a *mass-morph* spell?

Yes, and it can be handy, too.

Shouldn't a saving throw be allowed for the *remove fear* spell? With no save, the reverse is a potent spell.

There is no save vs. *remove fear* or its reverse, though either spell requires contact with the recipient (meaning a "to hit" roll against an unwilling victim). You might choose to allow a save against *cause fear* at a substantial penalty (I suggest -4), since ***remove fear*** requires a save of sorts if applied after the fact (see the spell's description on page 44 of the *Players Handbook*).

There is a contradiction in the description of the spell *color spray*. How can the illusionist affect creatures with more hit dice than he has if he is only able to affect as many hit dice of creatures as he has levels?

Delete the third sentence from the spell's description on page 94 in the *Players Handbook*.

Magic-user spells

If a character turns into a fish with a *polymorph self* spell or potion, can he breathe underwater?

A *polymorph self* spell can provide the caster with functional gills, just as it can provide the caster with functional wings.

What is the "small specimen" required for the fifth-level *animate dead monsters* spell?

The "small specimen" is the same as the material component for an *animate dead* spell. That is: a drop of blood, a piece of flesh, and a pinch of bone powder or shard of bone from the type of creature to be animated. This material component is consumed in the casting of the spell.

The first line in the description of the second-level *preserve* spell says that it will keep an item fresh until it's needed for a spell. The second line, however, says that the spell won't work on mistletoe or related items. Isn't this a contradiction?

Not at all. This spell is useful for keeping material components fresh. Mistletoe and related items (as used by druids in spell-casting) are *not* merely material components but holy symbols. Part of their potency comes from the ritual act of gathering them, and their period of usefulness cannot be magically extended using this spell.

The whip spell does not affect creatures with an intelligence above 3 or giant animals above bear-size. How then can the spell be used to disarm characters?

This immunity is only to the *whip's* ability to make creatures retreat. The *whip's* secondary function is to disarm weapon-using creatures of any sort.

What would happen if an *Otiluke's resilient sphere* were cast at a victim on a beach or on a ship, and was then shoved into the water?

An *Otiluke's resilient sphere* cast upon an object which is then pushed into the water will float, unless the spells area of effect contains more dead weight than empty air, in which case it sinks. A floating *sphere* could be pushed along like a beach ball; a sinking sphere will eventually strike bottom, but it could be deflected on its way down or even carried by swimmers of sufficient strength, like divers carrying a rock.

The description of the *forcecage* spell says that a creature with magic resistance can make only one attempt to get out. Is such a creature limited to one attempt to pass through the bars in either direction, or can it force its way into the cage and then try to get out again?

A creature with magic resistance can try to force its way into a ***forcecage*** once only

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(or once per day if the cage is permanent). It can also attempt to escape the cage using its magic resistance once (or once per day). A creature could be trapped after entering the cage in this manner. Note that the forcecage does not prevent *teleportation, astral projection,* or other forms of magical travel, nor does it prevent its occupant(s) from *polymorphing* into something small enough to pass through the "bars."

The area of effect of the shout spell is defined as a 1" × 3" cone. The description, however, says that the cone is 3" at its terminus. What are the dimensions of the cone?

The truncated cone is 1" wide at its casting point, 3" long, and 3" wide at its terminus (1" = 10').

How do you extend the spell list for magic-users beyond level 29?

As follows:

30th level: Add one each fifth-, sixth-, and seventh-level spell.

31st level: Add one each eight- and ninth-level spell.

32nd level: Add one each first-, second, third, and fourth-level spell.

For 33rd level and up, keep repeating this progression.

General questions

Page 120 of the *Players Handbook* states that spells can be cast from the Ethereal to the Prime Material plane, but my DM says this only works when the target on the Prime Material has abilities that extend into the Ether.

Your DM is correct. Page 117 of *Legends & Lore* corrects page 120 of the *Players Handbook* in this instance.

Magic, whether from a spell or item, does not work across planar boundaries except in a very few cases. *Gate* opens a passageway between planes – it obviously works across planar boundaries. *Plane shift* is another obvious exception, as are *holy word* and *dispel evil*. Note that the description of each of these spells states that the dweomer works on more than one plane in either implicit or explicit terms. See also the notes regarding divination spells in *Manual of the Planes*, pages 11-12.

The exceptions suggested in *Legends & Lore* apply only in a few special cases, such as with medusas and basilisks, where the creatures' abilities actually extend into the Ether from the Prime. In these cases, a nexus through which magic can pass is created, and a caster on the Ethereal plane can attack the creature by casting spells through the nexus.

Can dark elves see through their own darkness with infravision? This seems reasonable since the radius of the darkness is so small, and the ability to see through it would make the *darkness* ability more useful.

All magical *darkness* spells in the AD&D game are the same, even if the total area of effect is different. A dark elf's *darkness* blocks all infravision, even his own. Its primary uses are for escape and to confuse enemies.

Does a spell-caster have to remain motionless for an entire round when he casts a spell? If not, what else can he do?

The rules seem to imply, but don't actually say, that a full round of motionlessness is required to cast a spell. Several Lake Geneva campaigns rule that a magic-user must remain stationary only as long as the casting time of the spell. After casting a spell, the magic-user can move during the remainder of the round, but he cannot attack or cast another spell. For example, a *fireball* takes 3 segments, so the magic-user casting it could have 7 segments worth of movement after casting the spell. See page 102 of the *Players Handbook* for per-segment movement rates. These campaigns also allow fighters to attack, then move. If your campaign does not allow fighting "on the run," make magic-users stay put when casting spells. If you can't fight on the run, you can't cast a spell on the run, either. Ω

SAGE ADVICE

Illustration by Jeff Easley

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This month, the sage gingerly examines some of the magical items of the AD&D® game universe—and the controversies that surround their use. All information in this article concerns the AD&D 1st Edition game, and references to the Dungeon Masters Guide and Players Handbook are to the 1st Edition game versions of those volumes. In all cases, the information in the AD&D 2nd Edition game volumes take precedence where there is a contradiction between those rules and the information in this article.

General questions

The DMG says that magical items usable only to certain classes must be made by members of that class. How do fighters, for instance, make magical swords?

The *DMG* does *not* say that items usable only by certain classes can only be made by those classes. You seem to be confused by the section at the top of the second column on page 116, which limits magic-users to the fabrication of magic-user items and those items usable by classes that can't fabricate items themselves.

What the *DMG* does say is that a magical item—except one usable only by clerics—requires the use of an *enchant an item* spell in its creation. There are, however, three exceptions to this rule.

First, items usable only by or directly associated with demi-humans (such as the *hammer +3, dwarven thrower*) can only be created by very old, intelligent, and wise demi-humans of maximum level. Exactly how this is done is not important, because PCs cannot create them in any case, although individual DMs might wish to specify a process anyway (see the *DMG*, page 116, first column).

Second, items usable only by illusionists require the illusionists' equivalent of *enchant an item*. In some campaigns, this is assumed to be a *major creation* spell cast upon an item in the same manner as a mage casts *enchant an item*. The procedures that illusionists must follow are discussed on page 118 of the *DMG*.

Third, magical tomes, librams, manuals, artifacts, and relics are assumed to have been created by lost civilizations or by deities. Again, the exact procedure is unspecified because such items can never be created by PCs. Certain other items, such as a *deck of many things*, might also fall into this category, at the DM's option.

A cleric of 11th or higher level prepares to create a magical item by gathering rare materials and constructing high-quality items, just as a magic-user does. But, instead of using an *enchant an item* spell, a cleric must make further investments in robes and other accouterments for worship. The cleric then prays over the item he wishes to enchant until his deity sees fit to enchant it. The details of the procedure are similar to those of the *enchant an item* spell.

What spell is cast upon a magical item to create something with a magical "plus," for either combat or saving-throw purposes?

The item's creator must cast an *enchant an item* spell or its equivalent on the item. Since a "plus" is not a spell effect per se, no additional spells are required, but additional casting time is required. Each "plus" counts as a fourth-level spell cast upon the item (see the enchant *an item* spells description in the *Players Handbook*, pages 83-84).

Will a bless spell from a cleric turn a cursed item into a useful one?

A *bless* spell from a cleric will not "fix" a *cursed* item, but a *remove curse* spell might work. See the individual descriptions of *cursed* items in the *DMG*.

Will magical protections vs. fire or cold reduce the doubled damage inflicted on an attacker if he strikes someone using a *fire* shield spell? For example, will a *ring of fire resistance* protect the attacker if he strikes a magic-user using the hot-flame version of the spell?

No. The spell surrounds the caster with a field of force that is the same no matter which version the caster chooses. The field uses the energy of incoming attacks to inflict sympathetic damage on attackers. This magical damage is neither fire- nor cold-based.

How much experience would a barbarian character get for destroying Asmodeus's rod? How much damage do the rod's blasts of fire, cold, etc., do?

Asmodeus's rod is an artifact and cannot be destroyed in the same manner as any other item; it also has no experience-point value, per se. The DM might decide what the proper procedure for destroying the rod would be, then assign an experience-point value for fulfilling the quest, but this would be treated just like any other experience award and would be divided among all the participating characters. The rod duplicates the effects of the frost, acid, or lightning breath weapon of a huge, ancient dragon of the appropriate type (i.e., 64 hp acid, 80 hp lightning, or 56 hp frost damage). The rod does not produce fire (see the *Monster Manual*, page 21, "Asmodeus").

Arms & armor

The DMG, on page 164, says that magical armor is weightless—but it also says, on page 28, that magical armor only weighs half as much as normal armor of the same sort. So how much does magical armor really weigh?

It must be said that the term "weightless" is a misnomer. If armor were actually weightless, it would float away.

You can resolve this contradiction in one of three ways. First, you can just use the rule on page 28: Magical armor weighs half as much as normal armor, has half the normal encumbrance, and allows movement at the next higher rate. (This does not mean, as one reader suggested, that a human in magical leather moves at 15". Magical armor negates movement reductions but does not increase the base movement speed.) Second, you can just use the rule on page 164: Armor weighs virtually nothing. Third, you can split the difference and rule that magical armor has normal weight but is totally unencumbering (or only half as encumbering) because of its magical nature. This last option has the additional benefit of preventing characters from simply weighing a set of unknown armor against a normal set of armor in order to determine if the unknown armor is magical or not. Normal armor weights are on page 27 of the *DMG*.

Are magical shields, weapons, and other items weightless, as are magical armors?

There is some discussion over how much magical armor really weighs in the previous question. All other magical items weigh just as much and have the same encumbrances as normal items of the same sort. See the *Players Handbook*, page 37, and *Unearthed Arcana*, page 26, for weapon weights. Normal shield weights are on page 27 of the *DMG*. Magical item weights might be guessed by examining Appendix 0 (on page 225) of the *DMG*.

Do *bracers of defense* work even if the wearer is sleeping or is attacked from behind? Does armor give full benefits under these circumstances? How about shields?

Bracers of defense give their base armor class to the wearer whether he is sleeping or is attacked from the flank or rear (see the *DMG*, page 139). Note the standard modifiers for such attacks, however (see the DMG, page 70). The same holds true for armor. Shields only work against frontal attacks and only if consciously used.

What would be the armor class of a character with an 18 dexterity who wears elfin chain mail and *bracers of defense AC 2?*

The *bracers* work normally in spite of the armor, but the armor and *bracers* are not cumulative. The character's armor class is -2 from the front.

Do normal weapons glow? Do magical swords glow all the time? Does a *sword +2* shed more light than a *sword +1?*

Only magical swords glow, but a sword could be enchanted to glow even if it had no magical bonuses. (A *light* or *continual light* spell could be cast on a normal weapon, of course.) The DM decides when a magical sword glows. Many DMs rule that a sword will glow only when it is in the hands of its wielder; otherwise, characters could spot magical swords by their light. The glow is not under the wielder's control, however, unless the weapon's description says it is. The size of the sword, not the swords combat bonuses, determines how much light it sheds (see the *Players Handbook*, page 102).

How do you determine which limb is severed when the to-hit roll indicates that a *sword of sharpness* has severed an extremity?

The easiest way would be to assign a number or group of numbers to each extremity, then roll a die. A human, for example, has five extremities (a head, two arms, and two legs). Roll 1d10: 1,2 = head; 3,4 = right arm; and so on. A lizard man has six extremities (a head, four limbs, and a tail), so you would roll 1d6. You could create several complex tables taking into account the reach of the weapon, the facing of the target, and so on, but why bother? (See the *DMG*, page 166, for details.)

When using a *sword +2, giant slayer* are strength bonuses to damage doubled along with the rest of the damage inflicted?

No. Only the swords *base* damage is doubled; the sword's + 3 bonus vs. giants, and any strength bonuses that go with it,

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are not multiplied (see the *DMG*, page 165). In general, bonuses due to strength or magic are not multiplied unless the item's or attack form's description specifically says that they are.

Does the +3 bonus of a giant *slaying* sword also apply to all the giant-class opponents listed on page 22 of *Unearthed Arcana*? How can short creatures such as tasloi and goblins be considered giant class?

The bonus applies only against creatures of the giant class that are ogre-sized or larger. You may want to limit the bonus only to those creatures listed in the *DMG* in order to avoid ambiguity. All of the creatures listed on page 22 of Unearthed *Arcana* are related to one another in some fashion, as careful reading of the individual monster descriptions will show. Stature is not the only requirement for the "giant" class; preferred terrain, languages, living habits, anatomy, and blood relationships are also factors.

How many "pluses" can a sword or other magical weapon have?

We recommend that the absolute maximum be + 6, and this should be very rare, perhaps limited to artifacts.

Must a character be of lawful alignment to use a *vorpal weapon*?

Yes, if the sword is to be used without penalty. As page 165 of the *DMG* states, all *vorpal weapons* are lawfully aligned. *Vorpal weapons* can, however, be good, neutral, or evil as well as lawful.

Potions

Could a human or half-orc character of young-adult age become a small child or infant if he drinks a potion of longevity? If so, will magical aging reverse the process? Can an illusionist provide magical aging, as with an illusory ghost?

The imbiber of a potion of longevity grows 1-12 years younger both physically and mentally. Whether or not a character reduced to childhood actually turns into a child is up to your DM. The character will have a child's statistics, in any event, if reduced to a child's age (see the *DMG*, page 126).

Magical aging of *any* sort will increase the character's physical and mental age, whether or not his age has been previously reduced in some manner. Ghosts, *haste* spells, and the like will age the character.

The exact effect of an illusion on character age is another can of worms entirely. While a real ghost could negate the potion's effects, an illusory ghost can only effect an illusory increase in age—that is, the character *thinks* he has regained his maturity, but he actually has not. The character will think he can do anything he could do before, but he only has the abilities of a younger person—possibly those of a child. How long the illusion lasts is up to your DM. Note that for real effects, one of the *shadow monster* spells must be used to create quasi-real creatures. Ω

SAGE ADVICE

by Skip Williams

If you have any questions on the games produced by TSR, Inc.™, "Sage Advice" will answer them. In the United States and Canada, write to: Sage Advice, DRAGON® Magazine, P.O. Box 111, Lake Geneva WI 53147, U.S.A. In Europe, write to: Sage Advice, DRAGON® Magazine, TSR Ltd., 120 Church End, Cherry Hinton, Cambridge CB1 3LD, United Kingdom.

The sage continues his examination of the magical items of the AD&D® game universe, continuing from issue #146. All information in this article concerns the AD&D® 1st Edition game, and references to the ***Dungeon Masters Guide*** and ***Players Handbook*** are to the 1st Edition game versions of those volumes. In all cases, the information in the AD&D® 2nd Edition game volumes takes precedence where there is a contradiction between those rules and the information in this article.

Potions

Will a potion of *undead control*, work on undead who are under an evil cleric's control? Could an evil cleric control undead under that potion's influence? If both effects are operating in the same area, which one takes precedence?

Both effects work normally but not simultaneously, even on undead controlled by other means. The first form of control to be applied to a particular undead monster works normally until its duration expires or until control is usurped by another form. A cleric can make multiple attempts to establish or reestablish control (see the ***DMG***, pages 65-66), while the potion-user can try only once per potion used (see the ***DMG***, page 127).

If a character mixes two potions and rolls a 00 on the *DMG's* potion miscibility table (page 119), can he duplicate the resulting potion if he knows the exact formulas of the two original potions?

No. Potions are manufactured through the art of alchemy, not the science of chemistry. When two completed potions are combined, there is no way to predict the result; if the two original potions are duplicated and mixed again, a second miscibility roll must be made.

Rings

If a *ring of regeneration* (from the *DMG*, page 130) can revive someone who has died from hit-point loss due to injuries, can it revive someone slain by a *death spell, power word kill,* or banshee wail?

No, in all three cases. The ***death spell*** causes irrevocable death (see the ***Players Handbook***, page 83), which means that it takes a ***wish*** to get the slain creature back to life. The banshee's wail (***see*** the ***Monster Manual***, page 50, "Groaning Spirit") and the ***power word kill*** spell (***Players Handbook***, page 93) are even more potent forms of death magic. Exactly what can be done to bring back victims of these effects is up to the DM, but things such as ***regeneration***, ***death's door***, and healing spells are not enough to do it.

Can a *ring of regeneration* revive a character if the ring is placed on the victim's finger after he has died?

No. A ***ring of regeneration*** is not a portable ***resurrection*** spell. The ring is powerful enough to keep a creature's soul or spirit from departing if the ring is worn by the victim at the time of his death, but the ring can't bring the victim to life if the soul or spirit has already departed.

How long does it take for a *ring of regeneration* to regrow lost limbs? Can damage from fire or acid be *regenerated?* What about damage from *disintegration?*

Here are some unofficial organ-regrowth times for a ***ring of regeneration:***

Finger, toe, nose, or ear: 1 hour (6 turns);
Hand, foot, or internal organ: 6 hours (36 turns);
Arm, leg, or wing: 1 day (24 hours); and
Head: 1 week (7 days).

Replacement time is only two rounds if the lost organ is present and can be pressed into place. Trolls and vampires ***regenerate*** 30 times faster than a character with a ***ring of regeneration***. Severed pieces of a troll are ambulatory and will crawl to the troll and press themselves on. Pieces lost from vampires merely re-form, as if becoming solid from vapor.

Fire and acid do not prevent ***regeneration***, but these effects do prevent a slain creature from coming back to life by using ***regeneration***. If a ***regenerating*** creature survives a fire or acid attack, it will eventually ***regenerate*** the damage. However, if the creature is slain by such an attack, or if it is slain and its remains are destroyed by fire, acid, or ***disintegration***, it remains dead. If a creature falls victim to a ***disintegrate*** spell or its effects, it vanishes completely and cannot be ***regenerated***. (If it was using a ***ring of regeneration***, the ring is ***disintegrated*** as well, if it fails its saving throw against the spell.)

If a character wearing a *ring of protection* steps into the area protected by a second *ring of protection* with a radius of effect, are the two rings temporarily cumulative?

No. In general, when protections of the same type are combined, only the strongest or best one functions. The ***DMG*** states that this is the case when two ***rings of protection*** are functioning on the same person or in the same area (see page 130).

A *ring of earth elemental command* acts as a *ring of feather falling* until activated, whereupon it grants the ability to cast *feather fall*. Does the ring still act as a *ring of feather falling?*

The "at will" abilities gained when the ring is fully activated will replace the ring's original function. This holds true for all ***rings of elemental command***. In most instances, however, the "at will" spell ability is just as effective as that of the original ring (see the ***DMG***, pages 129-130).

Will a *ring of fire resistance* protect the wearer's equipment or just his body?

This is up to the DM. Generally, it is safe to assume that the ring keeps the wearer's personal equipment from burning to cinders if he walks through a normal fire. However, the ring's + 4 saving throw bonus vs. magical fires applies only to the wearer, and does not extend to his items (see the ***DMG***, page 130).

Rods, staves, & wands

How is a wand, staff, or rod recharged?

The spell-caster first casts an *enchant an item* spell (or its equivalent, if he isn't a magic-user), then recharges the item by placing additional spells into it. You may give a bonus to the item's saving throw (***see*** the ***enchant an item*** spells description in the ***Players Handbook***, pages 83-84), since wands, staves, and rods are already enchanted to hold multiple spells.

The exact spell that is needed to recharge the item will vary with the type of item. A ***wand of fireballs***, for example, requires ***fireball*** spells. A ***wand of fire***, however, can create multiple effects; in such cases, the spell required for recharging is that which is the highest-level spell effect that the item creates (a ***wall of fire*** spell, in the ***wand of fire's*** case). Some items create effects that are unique; for these, you will have to decide on a spell or combination of spells that approximates the item's effect. For example, ***shatter*** or ***spiritual hammer*** might be used to recharge a ***staff of striking***, as these effects all involve magical force.

Author/designer Jon Pickens has ap-

proached this problem by creating new spells to fit some of these magical items. The spells have been published in the POLYHEDRON™ Newszine, the bimonthly newsletter of the RPGA™ Network, which is available only to members (see POLYHEDRON™ issues #22, 24-26, and 31).

How is a *rod of cancellation* made?

That device is created using ***enchant an item*** and probably ***anti-magic shell*** spells, as well as whatever other time and material requirements and success rates the DM wishes to impose. As this item is quite valuable (see the *DMG*, pages 122 and 133), its construction should be difficult and expensive.

Are rods permanent items, or do they have charges?

Most rods have 40 + 1d10 charges when found (see the *DMG*, page 132). Certain rods (like a ***rod of cancellation)*** have one charge only.

What kind of weapon is a *rod of smiting* considered for weapon proficiency purposes?

Treat that rod as a staff.

Do nondruids have to have a proficiency in the staff sling in order to use the missile ability of a *staff of slinging?*

This item's description (in *Unearthed Arcana*, page 95) clearly states that only druids may use that staffs slinging ability. For all others, the staff is merely a ***staff +1***. You could decide to require druids to have a proficiency in the staff sling in order to use the slinging ability without penalty.

Does a magic-user suffer a -5 nonproficiency penalty when using the first function of a *wand of force?*

No. The shaft of force created by the first function is the equivalent of a magical broad sword, but (like a ***Mordenkainen's sword*** spell) it is not a true sword and does not require any specific proficiency in order to be used properly (see *Unearthed Arcana*, page 96).

A *wand of conjuration* can create a wall of total darkness that "can be penetrated only by physical means or magic." What other ways are there?

You've missed the point. The key word here is "penetrate." A creature cannot see beyond the wall unless he sticks his head through the wall, steps through it, or uses a magical effect such as ***clairvoyance*** or ***wizard eye*** to penetrate it. Magical effects that involve direct visual detection within the area of darkness, such as ***detect invisibility*** or ***continual light***, cannot penetrate the wall (see the *DMG*, page 135).

What is the range of a *wand of flame extinguishing?*

The wand has a range of 12" ; it can extinguish only one fire at a time (see *Unearthed Arcana*, page 96).

Miscellaneous items

What is the duration of a manual or tome?

Manuals and all other magical books in the game are much like scrolls in effect. Their potential magical powers have no duration, but once the books are read, the writing in them disappears. Their effects are permanent, although the onset of beneficial effects might take some time (see the individual descriptions of such books in the ***DMG***).

I understand that strength bonuses from *gauntlets of ogre power* and the various *girdles of giant strength* are cumulative under certain conditions. What are these conditions?

These items are cumulative only when the wearer is wielding a magical war hammer, either held or hurled. (See the *DMG*, page 145, ***girdle of giant strength;*** the reference to "hurled weapon" in the text for the ***gauntlets of ogre power*** on the same page should be taken to mean a magical war hammer. See also pages 168 169, ***hammer +3, dwarven thrower*** and ***hammer of thunderbolts.)*** The gauntlets' and girdle's powers may not be combined for any other purpose.

If a character wearing *gauntlets of ogre power* or a *girdle of giant strength* is struck by a shadow or other attack that drains strength, what happens?

Temporary strength losses are taken from the character's augmented strength score, and results are taken accordingly. Such losses are always a full point, so that a hit from a shadow will reduce a character wearing ***gauntlets of ogre power*** to a 17 strength. Permanent strength losses, such as those due to aging, are taken from the character's base strength score. In these cases, the magically augmented score is unchanged.

In the DMG, page 123, the sale price of a *girdle of giant strength* is listed as 2,500 gp. Isn't this a bit low? Gauntlets of ogre power, which bestow less strength, sell for 10,000 gp.

This was a misprint. The sale price for such a girdle is 25,000 gp. The experience value was also misprinted; it should be 2,000 xp, not 200 xp. Note that a girdle imbues the wearer's entire body with extra strength, while the gauntlets enhance only the wearer's chest and arms.

Can magical gloves and gauntlets be worn simultaneously?

No. One will not fit over the other.

Will *gauntlets of ogre power* or a *girdle of giant strength* allow a demi-human fighter an increased level-advancement limit?

Strength bestowed by magical items such as girdles or gauntlets is temporary; it lasts only as long as a character wears such an item. Thus, these items do not allow extra advancement in level. Only a permanent increase in an ability score will allow extra advancement.

Will striking the wrong chord on a *lyre of building* destroy everything built with it?

Striking the wrong chord on a ***lyre of building*** negates everything accomplished with the lyre that week, so all structures created during that time will be wholly undone–but not ***all*** structures ever made with this item (see the *DMG*, page 149).

How do you determine how long a *crystal ball* can be used with each use, when the total viewing time varies with the chance to locate each subject?

The limits on a ***crystal ball*** apply on a per-subject basis. How long the mage observes one subject does not affect how long he can observe another. I recommend that you limit ***crystal ball*** use to no more than eight hours per day, and count each failed location attempt as one viewing and 10 minutes of use (see the *DMG*, page 141).

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Does the *sword of flame* ability of a *helm of brilliance* bestow any magical properties to a sword that the helm's user carries?

A nonmagical sword becomes the equivalent of a flame tongue sword. Magical swords gain the powers of a *flame tongue* sword in addition to their own. If the sword was a *flame tongue* weapon to begin with, double the effects of its powers when used with the helm (see the *DMG*, pages 145-146 for the helm and page 165 for the sword).

Can magical helms and hats be worn simultaneously?

No. They won't fit together.

Is the change produced by a *hat of disguise* partially real or completely illusory? Will tactile examination reveal the change? Can the hat produce functional equipment?

The hat's effect is similar to that of an *alter self* spell, subject to the limits given in the item's description in *Unearthed Arcana*, page 100). Just touching the disguised individual will not reveal his true nature, but *true seeing* or detect illusion will do so. Like *alter* self, the change is partially real; the height and weight of the user actually changes, but any equipment created in the process is nonfunctional. The *hat* cannot produce functional body parts such as wings or gills.

May a *cloak of protection* be worn with nonmagical elfin chain mail?

No, nor may it be worn with any kind of armor other than nonmagical leather (see the *DMG*, page 141).

Can a *cloak of protection* be worn along with a *cloak of displacement* or *robe of blending?*

Only one magical cloak can be worn at a time, although a magical cloak and a robe can be worn together, with the cloak being worn over the robe.

Can a *cloak of arachnidia* or *cloak of the bat* be worn with plate mail?

Yes, or with any other type of armor. The protective qualities of these cloaks are not cumulative with any type of armor, however.

Can a *mantle of Celestian* (from *Unearthed Arcana*, page 101) be worn over a *cloak of protection?*

No, but it could be worn over a robe.

How many different characters can draw cards from one *deck of many things?*

Up to four cards may be drawn from the deck; a party may divide these draws among PCs in any way seen fit, except that card draws and results may not be shared. Any potential drawer must state how many cards he plans to draw before the first card is drawn, and he must stick to the decision once drawing begins (see the *DMG*, pages 142-143).

Does the pale green prism *ioun stone* bestow a level to its user permanently? Does it immediately "burn out" when so used?

No, to both questions. The stone must trail and circle the user to be effective. It does not "burn out" upon use, and the level is lost when the stone is not operating. Any spells gained from the increase in level are forgotten if the stone is removed; such spells must be restudied before being cast, even if the stone's effects are restarted later (see the *DMG*, page 147).

Will the white spindle *ioun stone*, which provides *regeneration*, continue to work if the user dies? Can the user regrow limbs?

The user can *regenerate* from injuries causing his death, but only if the stone is allowed to trail and circle the user's body. While the stone is functioning, the user can also regrow lost limbs or organs (see the *DMG*, page 147).

Are there any limits to the numbers, types, and magical bonuses of the items produced by a *quiver of Ehlonna?*

The *quiver of Ehlonna* is a holding device, like a *bag of holding*. One can only take out of it what has been put into it; it does not generate new items, as is accidentally implied in the last sentence of that item's description (see *Unearthed Arcana*, page 102).

Will a *stone of good luck* affect a character's *system shock* or *resurrection* rolls?

Yes, in both cases. The stone causes fate to be a bit kinder than normal to the character, and it makes adverse events less likely—failing a *system shock* or *resurrection* roll is an adverse event. However, the effect works only for the owner and only if the stone is on his person at the time the revivification attempt is made. It cannot be "given" to an already dead character (see the *DMG*, page 154).

The description of the *prison of Zagyg* in *Unearthed Arcana* (page 102) states that the possessor can free a prisoner by use of a "freedom word." What is a freedom word?

In this case, the freedom word is a command word that causes the prison to release a captive. Command words are discussed briefly on page 119 of the *DMG*.

Does a *gem of insight* allow another check for psionic ability? How about a *ring of human influence* or *rod of splendor?*

A *gem of insight (see Unearthed Arcana*, page 100) will allow a new check for psionic ability, but only after the possessor has received an ability score increase from the gem. If the character uses the gem properly and receives an increase in both intelligence and wisdom, he makes one additional roll for psionics, not two.

The charisma increases provided by the latter two items are not permanent; they last only as long as the item is worn (in the case of the ring, on page 130 of the *DMG)* or held or carried (in the case of the rod, on page *94* of *Unearthed Arcana).* Only permanent ability score increases allow additional checks for psionic ability.

Can two alchemical substances be found simultaneously within a *philosopher's stone?*

Each stone contains quicksilver, plus either the green or the white crystalline salt. No stone contains all three, and the two salts never occur together (see *Unearthed Arcana*, page 101).

What happens when a *bag of holding* is turned inside out? Will the nondimension&l space inside rip?

This will completely empty the bag, but no spectacular effects will occur. The nondimensional space inside the bag is present but inaccessible as long as the bag remains inside out, rendering the bag inoperative except as a normal (nonmagical) bag. While inside out, the bag looks just like any other well-made but inside-out bag (see the *DMG*, page 138).

Will an *amulet of proof against detection and location* prevent an *invisible* character from being detected by someone with a *detect invisibility* spell?

Yes. The amulet defeats low-level divinations, including all *detect* spells. High-level divinations such as *commune* still work, however. The *invisible* character in the example can be revealed by dust *of appearance* (which is not a divination) and by the methods described on pages 59-60 of the *DMG*. Note that normal *invisibility* is broken when the recipient attacks.